

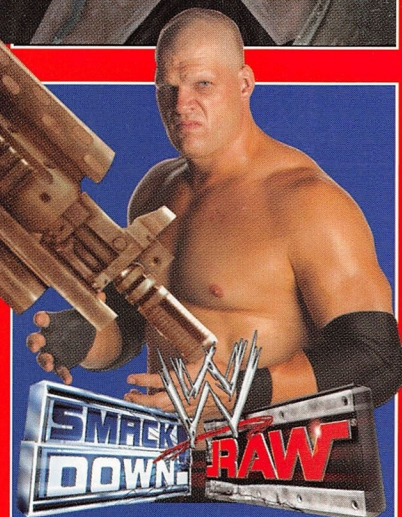


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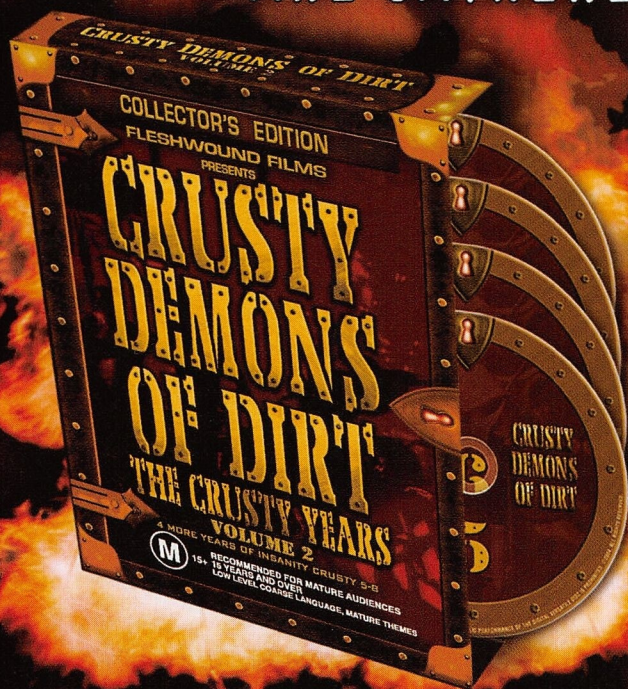
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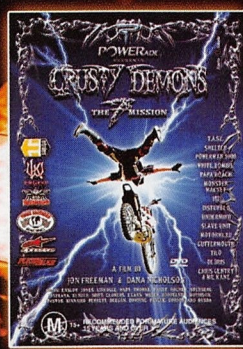
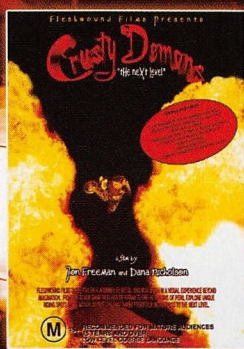
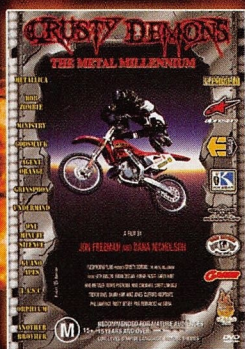
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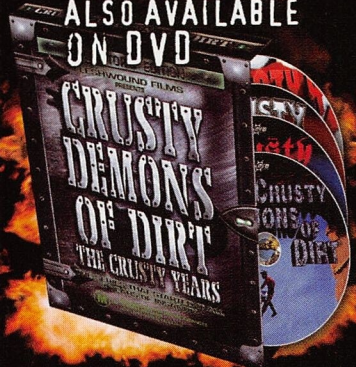


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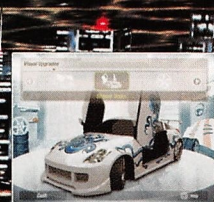
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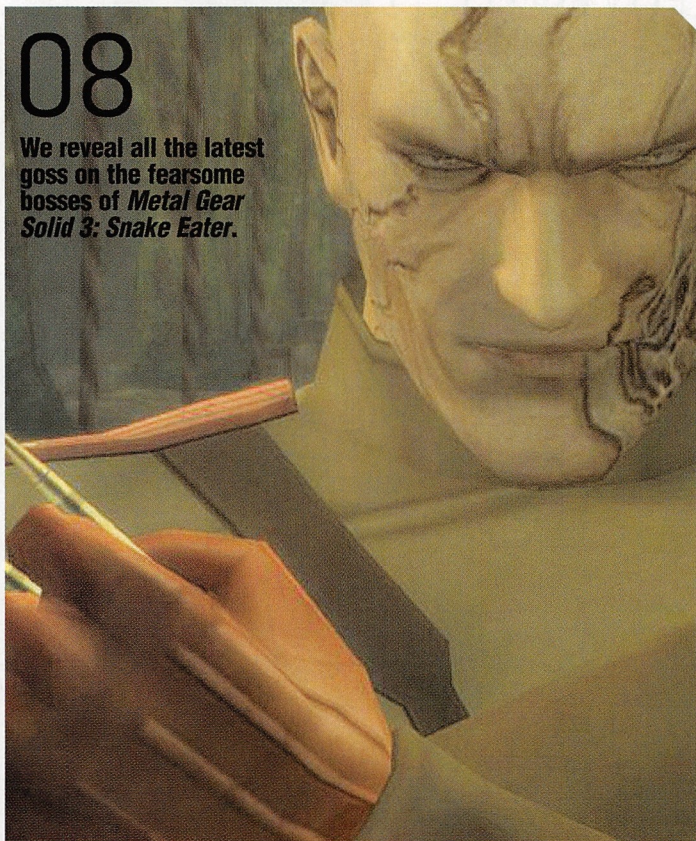


THE
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FOR GAMES

CONTENTS

08

We reveal all the latest goss on the fearsome bosses of *Metal Gear Solid 3: Snake Eater*.



Global

Including: **09** *Tenchu: Wrath of Heaven* **09** *Gran Turismo 4* **10** *Haunting Grounds* **12** *Burnout 4* **12** *Hitman: Blood Money*

09 Gran Turismo 4

It's not going to be online, you know. But do you really care?



Screenest

Including: **16** *Roll Call* **18** *Constantine* **20** *Fight Club*

14 Tekken 5

Heihachi, Nina Williams, Hwoarang and Co. are back, but who else is joining in the world's biggest rumble? Turn to p.14 right now to find out. Go on, do it! Now!

21 Metal Gear Solid 3: Snake Eater

We reveal yet more info on the nature of Snake's environs. The jungle, it has *animals* you know. *Wild* animals. And communists. Oh wait, they're the same thing.

22

Well lookie here- a sneak peak at *Project Snowblind*, one of the best-kept secrets in first-person shooters. New shots and info inside. Check it out.

Previews

26 Midnight Club 3

Follow-up coverage on what is fast becoming the biggest, baddest and best mod-racer to ever be released. It doesn't have Vin Diesel, but it does have super-charged motorbikes that you can crash through skyscraper windows - and that's good enough in our books.

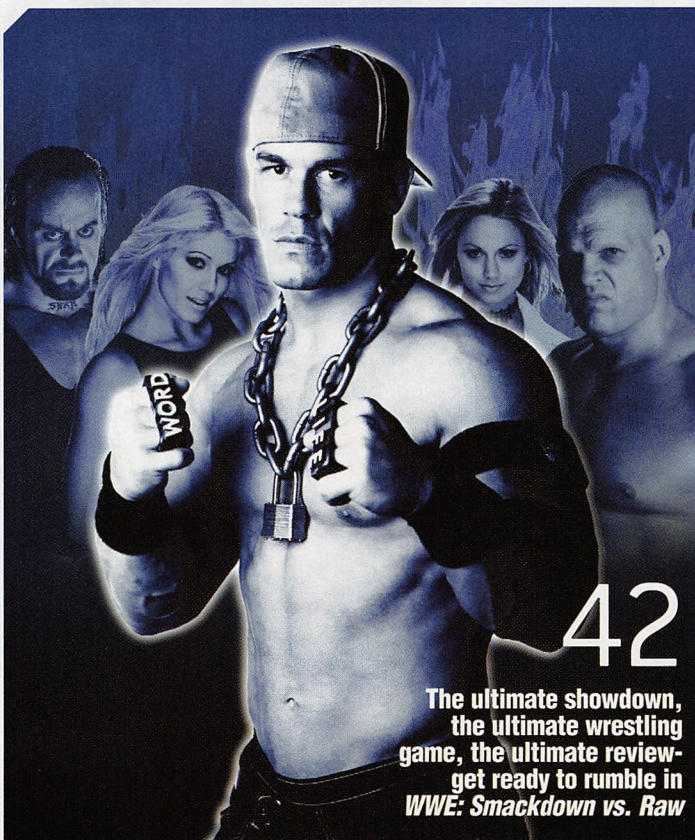
28 Brothers in Arms

Do you remember that show, *Band of Brothers*? Do you remember how it was full of that yankee-doodle camaraderie schmoltz that made you want to throw your TV into a trash-

compactor? Well, *Brothers in Arms* is exactly like that but in videogame form. But - and this is the stinger - it actually looks really good. The world's a funny place, it is.

32 Rumble Roses

Anime nerds and other social deviants have a term for a game like this: "fan service". Normal people, on the other hand, generally prefer something much simpler such as "wrestling slutfest". Either way, *Rumble Roses* is still about the same thing: tits and wrestling. Turn to p.32 to cop an eyeful.



42

The ultimate showdown, the ultimate wrestling game, the ultimate review—get ready to rumble in *WWE: Smackdown vs. Raw*

Reviews

Including: **56** *Get on Da Mic/Star Ocean: Till the End of Time*
62 *Mortal Kombat: Deception*
64 *Def Jam: Fight for New York*
66 *Rocky Legends*
70 *Lord of the Rings: The Third Age* **76** *X-Men Legends*
78 *Singstar Party* **79** *NBA Live 2005/Ty the Tasmanian Tiger 2*
80 *Under the Skin* **81** *Sly 2*
82 *The Urbz*

48 Killzone

Not so much a “Halo killer” as it’s a “Halo puncher” or “Halo name-caller”. It does have Space Nazis though. And maybe a Space Hitler!

52 THUG 2

Tony Hawk in name, yes, but is it Tony Hawk in game?

58 Star Wars Battlefront

Change the course of all your fave *Star Wars* battles. And murder Gungans.

68 Goldeneye 2: Rogue Agent

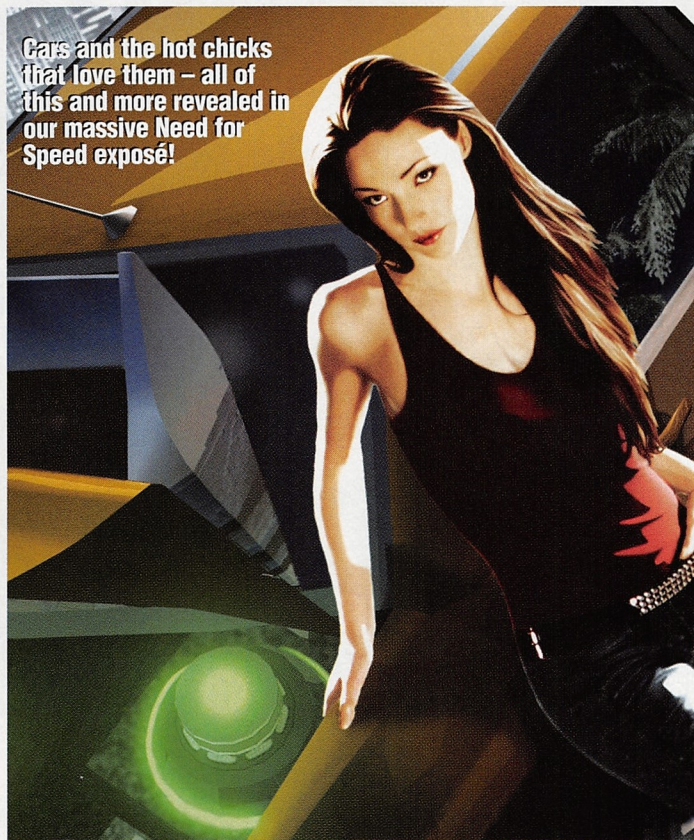
It’s a James Bond game without James Bond. Well, okay, he’s in there somewhere, but he’s not the star.

72 Need for Speed Underground 2

This is the fully sickest mod-racing game ever, bro!

74 Pro Evolution Soccer 4

It’s Pro Evolution Soccer 4. It’s the best football game ever made.



Cars and the hot chicks that love them – all of this and more revealed in our massive *Need for Speed* exposé!

DVD

WWE Smackdown vs. Raw

Read our review and then watch this killer footage from the game. It’s a double-whammy, I tell you!

The Getaway: Black Monday

‘Allo, what’s this then? Is it footage of the latest *Getaway* game, is it? You bet your bleedin’ life it is, guv.

Ratchet & Clank 3: Up Your Arsenal

Up Your Arsenal! Up your... ARSEna! Oh! Ha ha ha ha! That works on so many levels. Woo, dear me. I think I need to sit down.

Cheats & tips

Don’t be ashamed. Well, maybe just a little bit.

Mortal Kombat: Deception

Gory footage from the gory game that has lots of gore in it.

Snowblind

Lots of tasty footage from the action man’s *Deus Ex*.

Star Wars Battlefront

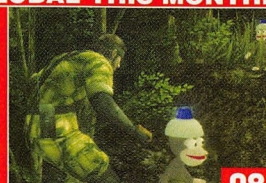
Footage of a game so beautiful, you’ll think Mr. Beards made it himself.

Area 51

Now with added Marilyn Manson!

GLOBAL

Breaking news from the world of PlayStation2.



MONKEYS!

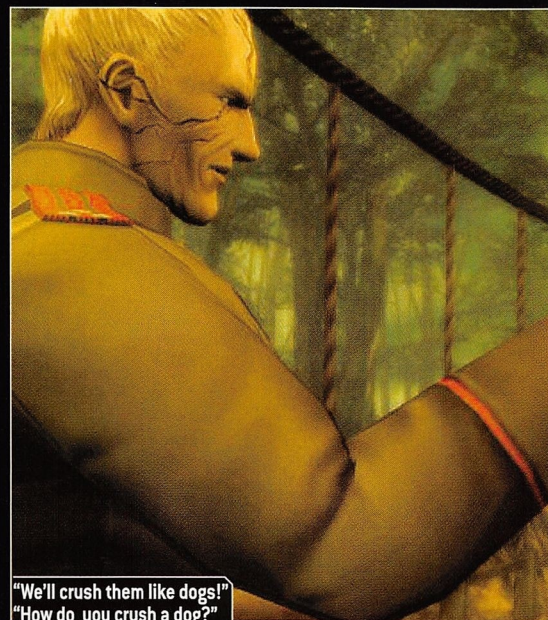
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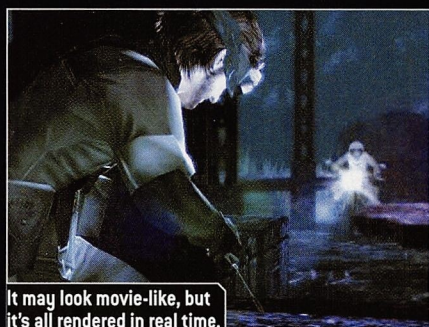
The streaks on the face aid your camouflage attempts.



But is Snake really the Big Boss of them all?



"We'll crush them like dogs!"
"How do you crush a dog?"



It may look movie-like, but it's all rendered in real time.



Hero... or villain? Hmm. We just can't tell. Du-huh.

BOSS BATTLE!

The sinister bosses of *Metal Gear Solid 3: Snake Eater* are starting to show themselves. We reveal their names, who they are and the weapons they'll employ to duff you up.

Now only weeks from release in the US, full details of the bosses you'll face in *Metal Gear Solid 3: Snake Eater* have been exposed, along with specifics of weapons, camouflage, eating and much more.

Five bosses have been revealed so far, although you can also expect some fisticuffs with Snake's long-running enemy Revolver Ocelot. Colonel Volgin – the Darth Vader of the game – is another, and there's also a final showdown with another mysterious ultimate boss on top of that.

The five that have been revealed so far are a right old mix of eccentricity and individual personalities. They are The Fury, leader of a jetpack team, who comes equipped with some kind of flamethrower; The End, an elderly gentleman with a sniper rifle and, bizarrely, a pet parrot; The Pain, a ski-mask and orange flack jacket-wearing commando who can control swarms of bees; The Fear, who's some kind of frog-tongued, monkey-armed weirdo; and The Sorrow, whose incredible strangeness and ability to float make us think immediately of *Metal Gear Solid* enemy Psycho Mantis.

The Metal Gear has also been revealed as Metal Gear Shagohod. With *MGS3* being set in 1964, the technology used to make this first uber-tank is obviously a little on the basic side. More a tank with big guns on than a walking mech terror, Shagohod is nonetheless equipped with nuclear weapons, four heavy machine guns, six surface-to-air missile launchers and two huge drills. What these are for is still a mystery, but we're betting they hold the machine in place when it launches a nuke.

The mysteries of Snake's jungle diet have also been explained. If you want to eat fruit, you shoot it from the tree then pick it up like any other item. If you want meat like snakes, pigs and crocodiles, you can either tranquillise your prey and eat it later or shoot it dead and eat it before it goes off. If Snake doesn't like something or finds it poisonous, he'll tell you, and you can make him vomit by wildly shaking the analogue stick. Amazing stuff, and with less than a fortnight to go before the US release, expect the definitive PSW review soon.



NINJAS!

09



MONSTERS!

10



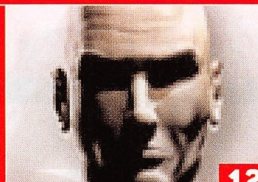
GHOSTS!

10



CRASHES!

12



KILLERS!

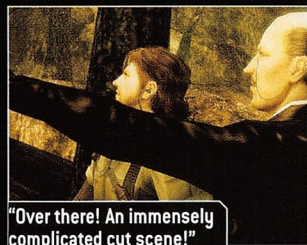
12



Revolver Ocelot in his early days. Looking a bit camp.



Is that a revolver in your hand, young Mr Ocelot?



"Over there! An immensely complicated cut scene!"

MONKEY EATER!

MGS3 director Hideo Kojima has revealed that there will be a mode in the game called *Monkey & Snake*, which will involve Snake taking on an army of the monkeys from *Ape Escape*. What exact form this epic struggle will take is not yet known, but we do know that in exchange, Snake will be making an appearance in the next *Ape Escape* game. It's nothing less than inspired madness.



NO ONLINE FOR TURISMO

Gran Turismo 4 sacrifices online play for an Xmas



Your online mates won't be seeing you drive this....



You'll be driving this beauty on your own for a while.

Gran Turismo 4 developer Polyphony has caused outrage among dedicated *GT* fans with the announcement that it's to pull all online content from the latest installment in an effort to make good on its promise to deliver the game in time for Christmas.

The sole crumb of consolation at present is that they're currently in talks with Sony about the possibility of releasing an add-on disc in the new year with full online compatibility.

Considering that the only alternative was an indefinite delay while the programmers found a way to get the Network mode functioning to a high enough standard, *PSW* is convinced it's the right decision, however annoying it is. When you consider that there's also the chance of getting extra cars and tracks when the add-on disc appears next year, this could end up being a blessing in disguise. Head to p46 for a full *GT4* update.

FATAL ATTRACTION

Sega hooks up with *Tenchu: Fatal Shadows*.

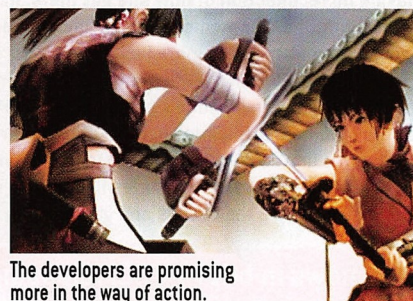
Sega has taken control of the fourth installment in the *Tenchu* series, announcing this month that it is to release the game in Australia early next year.

Aiming to make a noticeable improvement over the basic-looking *Tenchu: Wrath of Heaven*, the new *Fatal Shadows* includes a choice between two playable characters – returning heroine Ayame and newcomer Rin.

The good news is that widespread improvements to the level design have completely eradicated the horrible trial-and-error format of previous games, thus resulting in a smoother, more agreeable playing experience. We're also promised a brace of new moves [for example, the ability to hide bodies and breathe under water], plus faster action. We'll see the new *Tenchu* in April.



Ayame swings her trusty sword of truth.



The developers are promising more in the way of action.

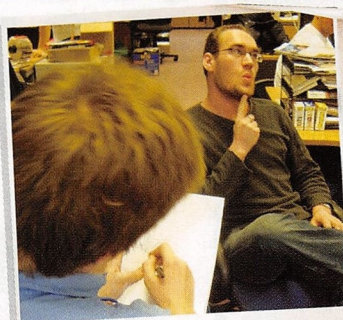


MARK SORRELL INVESTIGATES...

Getting your face into PS2 games.

JOFF, WHY THE LONG FACE?

You lot can't get enough of looking at yourselves. How else to explain the recent deluge of PS2 games with face-creation tools? Smelling an investigation in the offing, I decided to compare and contrast four of the leading head-making games on the market: *Pro Evolution Soccer 4*, *Def Jam Fight For NY*, *Tiger Woods PGA Tour 2005* and *EyeToy: Play 2*. Unfortunately, none of the office PlayStation2s were able or willing to render my own gargantuan coconut – there are some things, it would seem, that even the power of PS2 can't cope with – forcing me to reluctantly use shovel-faced sex goblin Joff Brown as my test subject. The results, splattered onto the page below like love-piss onto man-sized Kleenex, are both unsightly and mildly informative.



"Get my best side," Joff simpers. "Go shag a mule, spoon-face," Mark replies.



PRO EVOLUTION SOCCER 4

Joff's face isn't the type traditionally associated with sporting endeavours (something to do with wind resistance, we imagine). So we're embarrassed to be associated with *Pro Evolution Soccer 4* on this showing. It's recognisably Joff – long jaw, monolith brow, specs – but it's all gone a bit Ali G. Innit.

JOFF-O-METER RATING:



HIGHLY RECOMMENDED



EYETOY: PLAY 2

Now this is more like it. No more pissing about with sliders, widths, depths and heights, just smile for the camera (or the EyeToy, as some would have it) and away you go. OK, it's maybe not quite that simple, but the results are more than worth it. Admire his cold, dead eyes and flushed post-wank face.

JOFF-O-METER RATING:



DEF JAM FIGHT FOR NY

There's little sense of Joff's chronic wormliness here, despite the inclusion of both his shopping bag jaw and his five-storey forehead. It's good enough to make you want to punch it over and over and over again, but there's work to be done if *Def Jam Fight for NY 2* is to better capture his likeness.

JOFF-O-METER RATING:



TIGER WOODS PGA TOUR 2005

Where lesser titles struggle to capture the ironing-board essence of Joff's table-length face, *Tiger Woods PGA Tour 2005* guffed out a perfect replica without batting an eyelid. Even if we did have to actually play it for about thirty minutes in order to earn enough money to buy the glasses.

JOFF-O-METER RATING:



GROUND FORCE

Haunting Ground prepares to consign *Silent Hill* to history's trashcan. With the help of a dog.

PSW can exclusively reveal Capcom's new survival horror title, *Haunting Ground*. The game begins in the bowels of a castle, with Fiona, our heroine, having no recollection of how she got there. In the time-honoured tradition of these things, her memory comes back to her slowly in flashback form, her recollections becoming more lucid the further she ventures.

So far, so *Silent Hill*. Where *Haunting Ground* really sets itself apart though is with the addition of Fiona's canine sidekick, Hewie. Before you can start ordering your insanely intelligent Alsatian around, you must first earn his trust. Once you've got that, you can make him attack guards and fetch items. With the *Resident Evil* series floundering on PS2, we're hoping *Haunting Ground* will supply the shocks and gameplay to put Capcom back on top.



"You could do with a Smint, that's all I'm saying."

PS2 news in brief ++ Sci releasing Highlander game next year ++ Midway buys Area 51 developer Inevitable ++



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GLOBAL UPDATE

Bringing you up to speed on the big PS2 games.



New sounds



It's in the can



Out in America



Out in Japan



Trouble ahead



Extreme violence



Out on time



Release date slip



Play online



Name change



Straight to retail



Exclusive to PS2

JUICED



When publisher Acclaim folded, we got worried about the fate of its impressive street racing title *Juiced*. Fortunately, it's been picked up by none other than THQ; famous for the *WWE SmackDown!* series. The bad news is that THQ plan to release *Juiced* next year. Apparently, it's going back into development until it meets THQ's high standards. Still, we can't help but feel a bit hard done by. This was meant to be the fastest racer, not the slowest.

TIGER WOODS PGA TOUR 2005



Some gamers got a 'rough' deal this month when their copies of *Tiger Woods PGA Tour 2005* failed to work. Fortunately, EA managed to 'swing' out new copies to troubled consumers in record time, replacing any duff copies by the end of October. There's got to be another golf pun in here somewhere... hold on... it's the only 'fairway' to deal with consumers as far as we're concerned! Geddit? Okay, we'll get our coats then.

HITMAN: BLOOD MONEY



Get ready for more controversy as the new *Hitman* game sneaks into view. Instead of being known as *Hitman 3*, it'll sport the title *Hitman: Blood Money*. The gameplay revolves around getting as much cold, hard cash as you can for your kills. Will this result in a customisable *Hitman*, able to spend his hard-won cash on jewellery, natty black suits and, dare we say it, wigs? After *Hitman: Contracts*' ever so slightly unremarkable turn in the sales charts, publisher Eidos is looking for a big hit with the next title. Expect to see this in April 2005.



ODDWORLD STRANGER



The PS2 version of *Oddworld Stranger* has bitten the dust for good, our sources at EA revealed this month. Apparently, there's no time to make a decent version of what's always been an Xbox game at heart. Although it's a shame that we won't be seeing the bizarre franchise on PS2, we wouldn't say we're exactly crying into our beers.

PREDATOR: CONCRETE JUNGLE



Looks like *Predator: Concrete Jungle*, the title that puts you in a Predator's shoes from 1930 to 2030 on a quest to track down human criminals, has done a bit of time travel of its own. The game will now appear in early 2005 rather than late 2004 as previously predicted. Sounds like the Predator's just as hard to hunt down in real life. Yes, we know that joke doesn't make any sense.

GET ENTHUSED

Enthusia Professional Racing wants to take you for a ride.

Konami has announced its latest weapon in the war against *Gran Turismo 4*. It's a new racing game called *Enthusia Professional Racing*, but in spite of the title you won't need to be a crazed car-tuning enthusiast to enjoy it.

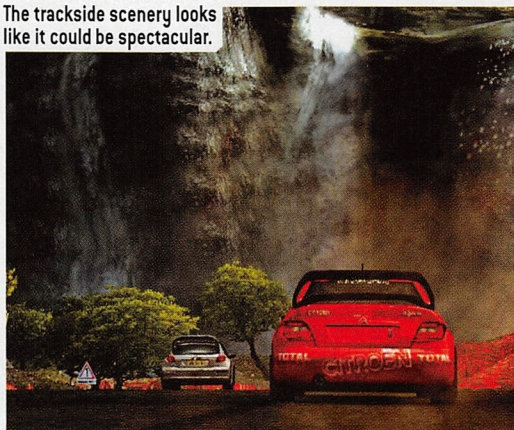
Unlike *GT4*, *Juiced* or *Need for Speed Underground 2*, the emphasis here isn't on modding your motor, but simply on driving it. In an effort to increase the sense of speed, *Enthusia Professional Racing* is to include what Konami boffins are referring to as a 'Visual

Gravity System', which is basically a graphical flourish that allows you to see the G-force as it's exerted during acceleration. In terms of machinery, all we know at present is that *Enthusia* will boast a triple-figure roster of vehicles cherry-picked from the brochures of over 40 manufacturers. We've seen Nissan Skylines and Aston Martin DB7s in action. Let's hope that – unlike *GT4* – you can trash them too.



You don't see many of these pootling about town.

The trackside scenery looks like it could be spectacular.



BURNOUT GOES FOURTH!

Burnout 4 is skidding onto PS2.

Just months after *Burnout 3* burst onto the scene, PSW can exclusively reveal that a fourth game in the legendary series is already in development.

We're happy to report that developer Criterion remains at the helm, meaning that we can expect the same level of innovation that made *Burnout 2* and *3* both 10/10 scoring games. EA will again publish the new title, expected to arrive on PS2 next September.



++ Splinter Cell: Chaos Theory to feature online co-op and three Vs games ++ Leisure Suit Larry banned in Australia ++

The Official Australian Games Chart

Compiled by GfK in association with the IEAA

TOP 10

PlayStation 2 Games Over \$50

W/E 12 SEPT
2004 RETAIL
SALES

- 1 ♦ Athens 2004 Sports
- 2 ⬆ ShellShock Nam 67 Action
- 3 ▲ SingStar All Other
- 4 ⬆ GTA: Vice City Ptm Adventure
- 5 ⬆ Crash Nitro Kart Racing
- 6 ▼ Driv3r Racing
- 7 ♦ Shrek 2 Adventure
- 8 ▲ Spider-Man 2 Adventure
- 9 ▼ Fight Night Sports
- 10 ▼ Americas 10 Most Wanted Action

TOP 10

PlayStation Games Over \$30

W/E 12 SEPT
2004 RETAIL
SALES

- 1 ♦ Sports Superbike Racing
- 2 ♦ Simpson's Wrestling Sports
- 3 ⬆ HPotter Chamber Secrets Adventure
- 4 ▲ Grand Theft Auto Coll Ed Adventure
- 5 ▲ Yu-Gi-Oh Forbidden Mem Strategy
- 6 ▼ Disney Triple Pack Adventure
- 8 ▼ Bratz Dolls All Other
- 7 ▲ Beyblade Let It Rip Adventure
- 9 ▼ FIFA 2004 Sports
- 10 ▼ NBA Live 2003 Sports

TOP 10

Game Cube Games Over \$50

W/E 12 SEPT
2004 RETAIL
SALES

- 1 ♦ Pokémon Colosseum RPG
- 2 ▲ Mario Kart Double Dash Racing
- 3 ▲ Mario Party 5 Family
- 4 ▲ Zelda: Wind Waker RPG
- 5 ▲ Final Fan Crystal Chron RPG
- 6 ▼ Simpson's Hit & Run Adventure
- 7 ▲ Mario Golf Toadstool Tour Sports
- 8 ▼ Spider-Man 2 Adventure
- 9 ▲ Shrek 2 Adventure
- 10 ⬆ Animal Crossing Strategy

TOP 10

Xbox Games Over \$50

W/E 12 SEPT
2004 RETAIL
SALES

- 1 ♦ Burnout 3 Racing
- 2 ⬆ ShellShock Nam 67 Action
- 3 ⬆ Conflict Vietnam Action
- 4 ▼ V8 Supercars 2 Racing
- 5 ▼ Driv3r Racing
- 6 ▲ Shrek 2 Adventure
- 7 ⬆ Crash Nitro Kart Racing
- 8 ▼ GTA Twin Pack Adventure
- 9 ▼ Sudeki RPG
- 10 ⬆ Spider-Man 2 Adventure

TOP 10

PC Games Over \$20

W/E 12 SEPT
2004 RETAIL
SALES

- 1 ▲ The Sims Deluxe Strategy
- 2 ▼ Doom 3 Action
- 3 ♦ The Sims Unleashed Strategy
- 4 ♦ The Sims Superstar Strategy
- 5 ▲ The Sims Vacation Strategy
- 6 ▲ The Sims Hot Date Strategy
- 7 ⬆ The Sims House Party Strategy
- 8 ♦ The Sims Makin' Magic Strategy
- 9 ⬆ Cat In The Hat Adventure
- 10 ▼ Rise Of Nations Strategy

TOP 10

Game Boy Advance Games Over \$30

W/E 12 SEPT
2004 RETAIL
SALES

- 1 ♦ Pokémon Ruby RPG
- 2 ♦ Pokémon Sapphire RPG
- 3 ♦ Simpson's Road Rage Racing
- 4 ⬆ Banjo Kazooie Adventure
- 5 ⬆ Mario Kart Super Circuit Racing
- 6 ▲ Crash Bandicoot Fusion Adventure
- 7 ▼ Shrek 2 Adventure
- 8 ♦ Spider-Man 2 Adventure
- 9 ⬆ Lizzie McGuire: On The Go Adventure
- 10 ♦ Spyro Fusion Adventure

TOP 10

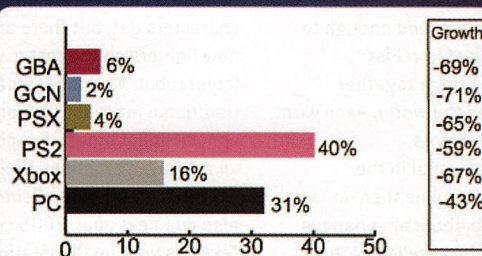
All Full Priced Games

W/E 12 SEPT
2004 RETAIL
SALES

- 1 ♦ Athens 2004 PlayStation 2
- 2 ▲ Burnout 3 Xbox
- 3 ▲ The Sims Deluxe PC/MAC
- 4 ⬆ ShellShock Nam 67 PlayStation 2
- 5 ▲ SingStar PlayStation 2
- 6 ▼ Doom 3 PC/MAC
- 7 ⬆ The Sims Unleashed PC/MAC
- 8 ▲ Pokémon Ruby GBA
- 9 ⬆ ShellShock Nam 67 Xbox
- 10 ⬆ GTA: Vice City Ptm PlayStation 2

MARKET WATCH All Games by Platform

JUL vs AUG
RETAIL SALES



- ♦ New Entry
- ◆ Non Mover
- ▲ Up from last week
- ▼ Down from last week



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SCREENTEST

The latest screenshots and all the info on the biggest PlayStation2 games.



Blade lookalike Raven is one of the toughest fighters.

PUBLISHER: SONY DEVELOPER: NAMCO OUT: FEBRUARY PLAYERS: 1-2 ONLINE: NO

TEKKEN 5

The series that defines the term 'serious pain' is strapping on its knuckledusters again.

Did you really think Heihachi was dead after watching the trailer on that DVD we did a while back? Nah, didn't think so. Neither did we. As it turns out, the Mishima dojo has been good enough to organise a fifth King of Iron Fist Tournament, which brings together fighters from around the world, each with their own dubious motives.

So it's business as usual in the convoluted *Tekken* storyline then. In terms of gameplay, though, there are changes afoot that suggest the excellent *Virtua Fighter 4* has been the main source of inspiration. Although some arenas do keep scrolling (unlike *Virtua Fighter 4*'s boxed-in locations), they're all on level ground; the uneven terrain in *Tekken 4* tended to give too much of an advantage to the player on lower ground as it provided an easy opportunity to juggle their opponent in mid-air. The wall-push is also removed, but in general you'll now see environments being a lot more interactive, such as

Heihachi's burning mansion that collapses around you every time someone is thrown into a wall.

Namco hasn't revealed all of the 30 characters yet, but there are at least four new fighters on the roster: Jack-5 is the latest robot; Asuka Kazama uses traditional martial arts; Feng Wei is a specialist in Chinese Kenpo, and main villain Raven practises Ninjutsu.

With spin-off game *Death By Degrees* also due next year, 2005 could finally be *Tekken*'s year on PlayStation2.



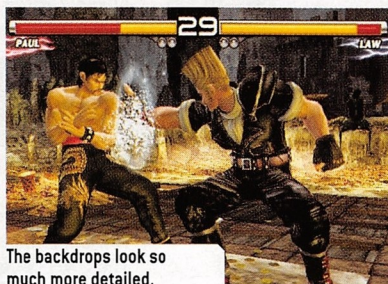
Only 17 seconds left and it's still too close to call.



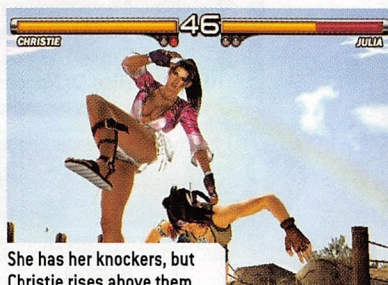
The flat ground makes contests more even.



The two ladies go head-to-head. Or foot-to-hand.



The backdrops look so much more detailed.



She has her knockers, but Christie rises above them.



NEED TO KNOW

■ There'll be references to Nina Williams' solo outing in *Death By Degrees*.

■ A script for the *Tekken* movie has the more unrealistic characters removed.

■ The US *Tekken 5* arcade machine has PS2 controller ports for gamers to plug-in.



There's nothing subtle about Jack-5's fighting technique.

CONTENDERS, READY!

Jin Vs Hwoarang. Only one winner...



Hwoarang lands the first blow with a kick that connects despite Jin's best attempt to duck out of the way. That's for calling him a 'ginge' in the last tournament.



These two are actually deadly rivals in the game. The blows keep raining in as Hwoarang's Tae Kwon Do skills get the measure of Jin's more defensive karate moves.



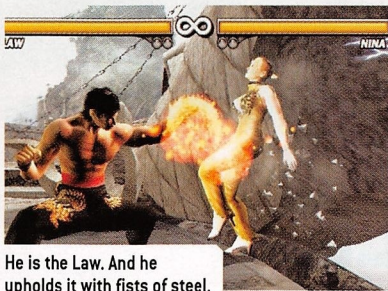
Jin's devil gene goes into overdrive and he strikes back, drawing blood just before Hwoarang can land yet another boot to the face. Amazingly, his shades are still intact.



It's all over. Hwoarang's massive feet have pounded Jin into submission. He ends the contest with a swift roundhouse to the head. Now to confront his parents, Kazuya and Jun.



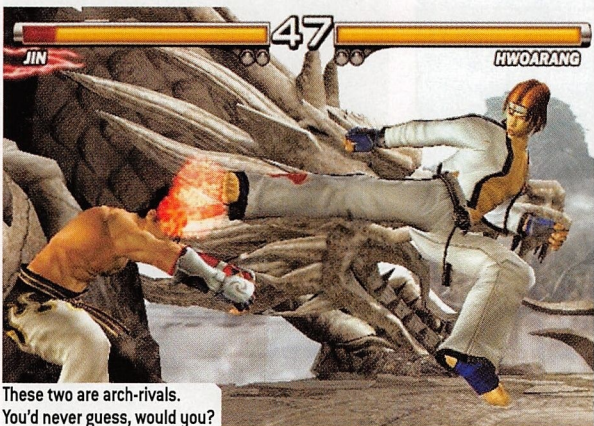
The character models haven't really changed that much.



He is the Law. And he upholds it with fists of steel.



That's one kick we wouldn't want to be on the end of.



These two are arch-rivals. You'd never guess, would you?



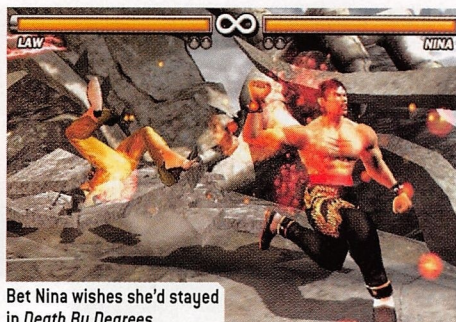
What do you expect? He's got a bloody massive sword.



That hairdo is enough to put anyone off their game.



Marduk has bulked out, but it isn't doing him much good.



Bet Nina wishes she'd stayed in *Death By Degrees*.

This is a fireman. He's a good guy. Don't shoot him.



PUBLISHER: SCI DEVELOPER: ARGONAUT OUT: MARCH PLAYERS: 1-8 ONLINE: YES

ROLL CALL

Guns, gangs and explosions in NYC. Take control of the emergency services and sort it out in 24 hours... or die!

Poor old Nick Mason. Minutes after returning from gruelling military service to his swanky New York apartment, he's put in charge of a 'Counter Gang Division' and asked to save his 'hood. Gang culture has reached epic levels, most of the city is in flames and the emergency services are having a hard time spraying the flames and dodging bullets at the same time.

Taking the form of a first-person shooter, *Roll Call* gives you complete control of New York's fire department, paramedics and police service via the tap of a button. It's a bit like being the mayor, but with the added bonus of owning a sawn-off shot gun and a licence to kill. Spot a house being looted by a gang and you can shoot

them, call the medics in and tell the fire department to get their asses moving via your *Socom* headset. Better still, you can team up with seven other people online and bring down each gang with your eager emergency service teams.

Each area of the city forms a level which has to be cleaned up, while set tasks such as saving babies, killing gang-leaders and freeing hostages helps form a series of individual challenges. It looks like the developers have been busy watching films like *Backdraft* and *Escape From New York* as part of their research. If *Roll Call* gives us a decent take on either of these flicks then it should be an interesting, and possibly huge, sleeper hit. Here's hoping.



He's a looter. Best shoot first and then ask questions later.



Arrive late and watch innocents pay the price.



NEED TO KNOW

- The only other game based on firemen is the dull *Firefighter FD.18*.
- You get to use realistic riot gear, including shields and tear gas. Yay.
- If you fail to rescue hostages, you'll see them burn to death. Nice.



The gangs use hidden explosives, so take care.



Petrol stations are prime targets, so guard them well.



Hide behind your riot shield in the face of armed looters.



Oil! Stop pointing that bloody gun at the good guys!

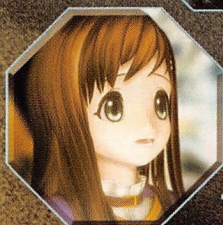


The fires are out and the first gang are dead. Nice job.

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 PlayStation 2

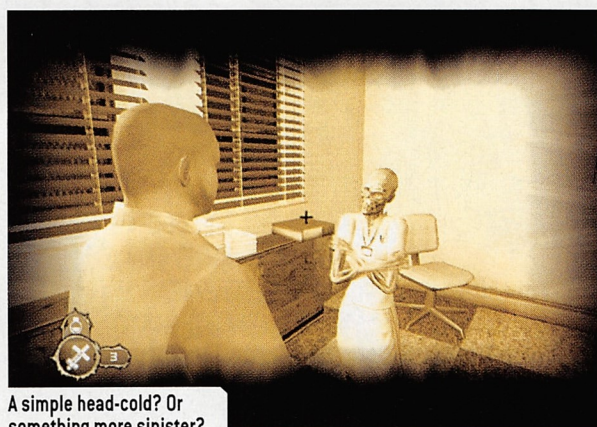
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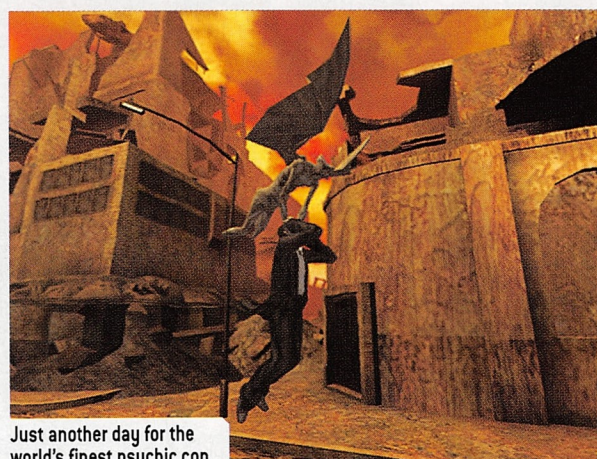
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The morgues are alive, with the sound of screaming.



A simple head-cold? Or something more sinister?



Just another day for the world's finest psychic cop.



Time to dig out the Dragon's Breath flame-thrower.

A quick blast from the Holy Shotgun should suffice.



Eat God-sponsored, lead-flavoured death, scum face.



Here's hoping Keanu can improve on his Matrix turn.



PUBLISHER: SCI DEVELOPER: BITS CORP OUT: FEBRUARY PLAYERS: 1 ONLINE: NO

CONSTANTINE

It's hell out there. No really. Join Keanu Reeves as he attempts to restore harmony.

Based on the *Hellblazer* graphic novels, *Constantine* has other-worldly detective John Constantine (played in both the movie and the game by Keanu Reeves) pondering a routine suicide case in the company of a sceptical, hard-bitten female cop. Naturally, what at first appears to be 'just another case' soon unravels into a tangle of inter-dimensional horseplay. What else did you expect?

With production still underway, developer Bits Corp is unable to reveal too much by way of solid gameplay details for fear of spoiler fluid leaking onto the internet. This much we can tell you: a) *Constantine* will take the form of an over-the-shoulder action adventure, with Reeves battling all manner of growling hell-things; and b) the basic idea is to switch between hell and the real world in a bid to solve puzzles using spells and snazzy demon detecting specs which help identify monsters disguised as humans.

While Reeves is doubtlessly hoping that the movie repeats the world-storming success of the *Matrix* trilogy, we're praying the game amounts to a little more than its PlayStation2 counterpart; spare us, if you please, a repeat of the dazzlingly disappointing *Enter the Matrix*. Thankfully the early signs are promising, pointing to a film tie-in in which story and action are happy bedfellows, not arch enemies. Expect to see *Constantine* arrive at the beginning of next year, alongside the eagerly anticipated film.



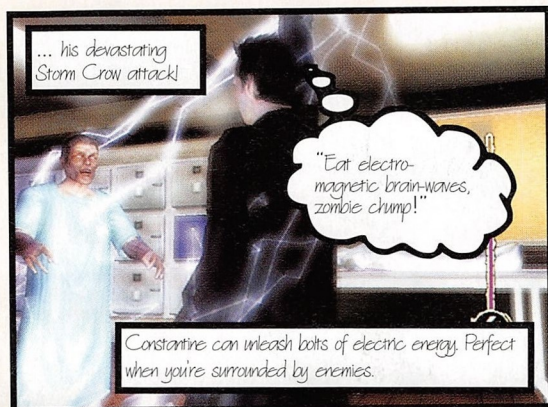
NEED TO KNOW

■ Reeve's casting shocked fanboys – Constantine is British and blonde.

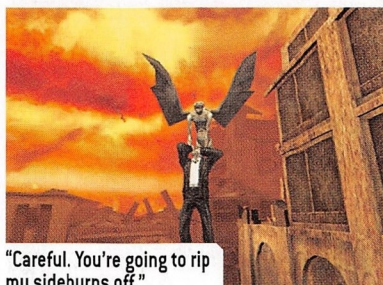
■ Game locations include a hospital, an L.A. freeway, Hell and a police block.

■ Out of ammo? Use your arsenal of spells instead. See panel for more.

A beginner's guide to John Constantine's supernatural powers.



Use the Storm Crow attack as an absolute last resort.



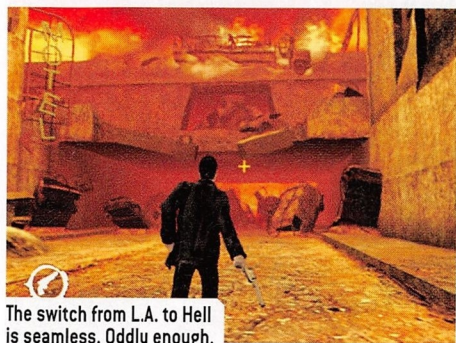
"Careful. You're going to rip my sideburns off."



Keanu in hell. That's like, so totally bogus. Dude.



The original comic was set in Liverpool of all places.



The switch from L.A. to Hell is seamless. Oddly enough,

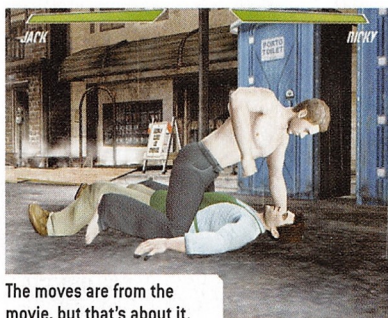


Do they have angels in Hell? Clearly they do.

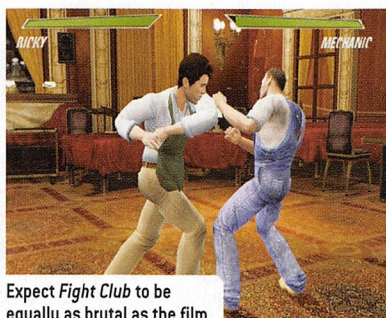


Constantine begins to regret the tequila slammer contest.

SCREENTEST



The moves are from the movie, but that's about it.

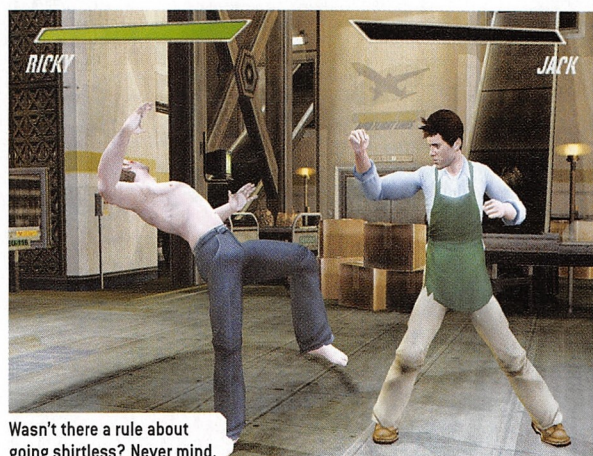
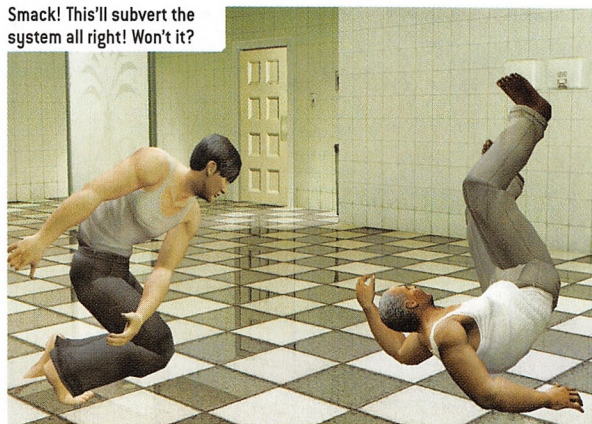


Expect *Fight Club* to be equally as brutal as the film.

An X-ray cam comes into play for the roughest moves.



Smack! This'll subvert the system all right! Won't it?



Wasn't there a rule about going shirtless? Never mind.



The pain will be writ large on characters' faces. Like so.

PUBLISHER: VIVENDI DEVELOPER: GENUINE GAMES OUT: NOVEMBER PLAYERS: 1-2 ONLINE: NO

FIGHT CLUB

The first rule of *Fight Club* is: you do not make stupid gags about the first rule of *Fight Club* any more.

Fight Club is, without a shadow of a doubt, one of PSW's favourite movies, combining as it does intense physical violence with massive amounts of self-loathing. *Fight Club* the game, while based on the same movie licence (they've got the same font and everything), is totally different. Sure, you get to play as Jack and Tyler Durden, as well as other slightly less essential characters from David Fincher's 1999 classic. There's plenty of blood flying around as you batter your opponents into submission too. But that's where the similarities end.

In terms of the actual fighting – which wasn't really the point of the film – it's all very different. *Fight Club* seems destined to follow the standard beat 'em up formula, with two punch buttons and two kick buttons, plus high and low blocking and the chance for a grapple when characters are stunned. At least the settings are appropriately dark and 'street', including an airfield, a car lot and of course the immortal basement itself. And to be fair, we did see a crotch kick and an almighty painful headbutt within the first few minutes of play. Expect *Fight Club* to be one of the more, erm, 'interesting' results of film-to-game cultural crossover you're likely to see this year.



NEED TO KNOW

- Three frames from a porn film were inserted into the original movie.
- Players can 'tap out' to stop a match rather than get beaten unconscious.
- *Fight Club* is the only game to date in which you can play as Meat Loaf. Fact.



Kick him while he's down if you want to be in the club.



Silence the soldier's radio before you're discovered.



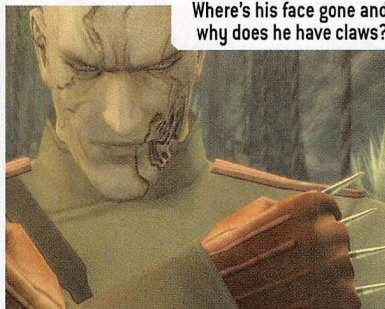
If there's one place you don't want a bullet it's there.



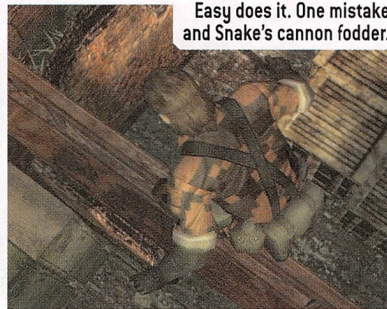
Use the vines to climb the trunk and hide at the top.



The evil Russian commander looks rock hard. Fear him.



Where's his face gone and why does he have claws?



Easy does it. One mistake and Snake's cannon fodder.

PUBLISHER: KONAMI DEVELOPER: KONAMI OUT: FEBRUARY PLAYERS: 1 ONLINE: YES

METAL GEAR SOLID 3: SNAKE EATER

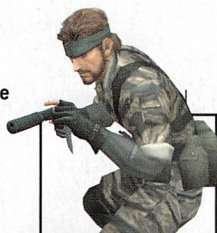
A horde of new adversaries lie in wait for Snake. Can he still be king of the jungle?

Out in the US in a matter of weeks, *MGS 3* won't hit UK stores until February 2005 at the earliest. This hasn't dampened the expectations of team PSW though – in fact these new screens have ramped up our anticipation levels even further. Still, they do present more questions than answers, with *MGS 3* creator Hideo Kojima intent on maintaining silence until the game debuts.

It's now clear that crocs and killer bees are the least of Snake's worries thanks to a slew of new enemies. There's a Wolverine-style freak with metal claws and a hideously scarred face. There's a mysterious Russian military commander with a red beret and a pistol-totting babe who has a choice of Snake-style attire or a spooky metallic body suit. Creepy. There's also a faint glimmer of respite in the form of an angelic blond girl who will inevitably develop a personal relationship with Snake, James Bond-style.

The range of Snake's abilities have increased too. Rather than simply holding up guards, Snake can now kick enemies to the floor and hold a weapon to their head. Slightly more impressive is his ability to climb trees, tip-toe across tree branches and stealth his way along strips of metal so thin, even Sam Fisher would be jealous.

Expect an in-depth *MGS 3* update in the next issue of PSW along with with brand new footage on the DVD.



NEED TO KNOW

■ If you've got shares in Konami, they'll give you a free copy of the game.

■ A playable *MGS 3* demo was stolen from E3 and has not yet been recovered.

■ A special *MGS 3* box set will come with an extra DVD, book and figurine.



Your monocled friend isn't equipped for the jungle.

PREVIEWS

All the info on the games we're playing now.

PROJECT: SNOWBLIND

Open your eyes to this little-known gem that could become the most talked about game of next year. Don't believe us? Just you wait. You'll see.

GAME DETAILS

PUBLISHER:	EIDOS
DEVELOPER:	CRYSTAL DYNAMICS
OUT:	FEBRUARY
PLAYERS:	1-16
ONLINE:	YES

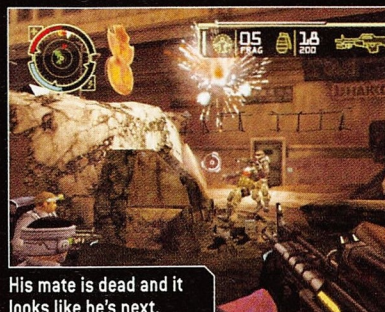
You probably won't remember *Deus Ex*. It turned up on PS2 two years ago on the back of strong reviews from PC nerds but failed to make any serious dent in the charts. Its legacy is far greater though. Starting life as a sequel to *Deus Ex*, the recently renamed *Project: Snowblind* bears many of the same traits: a dystopian future world, a protagonist with bio-enhancements and an art style pinched from classic cyber-punk films such as *Blade Runner*.

Fortunately, that's where the similarities end. While *Deus Ex* revelled in the ambiguity afforded by freedom of choice, *Project: Snowblind* knows which side its bread is buttered on. You're given more abilities and weapons than one person could feasibly carry, guided down a rigidly

linear path and forced to shoot an insane number of enemies.

LAST MAN STANDING

The opening mission cleverly determines how easy this will be. Fighting alongside you is a set number of team-mates. Those



His mate is dead and it looks like he's next.

left standing at the end is the squad you take into the next level, and so on until it's whittled down to just you. Faceless grunts they may be, but a few missions in you'll end up wanting to buy them all pints down the local like they're your bezzie mates.

If you do end up on your lonesome prematurely then you can always rely on one of the 24 fantastic weapons you're issued with, each of which has a secondary fire option. There are the usual favourites, like the carbine assault rifle that launches grenades and the shotgun that fires a sticky bomb. There are unique ones such as the flechette that sends a horde of drones after fleeing enemies who might then shoot their comrades in panic. And there are bizarre ones such as the Kicker that repulses or attracts nearby metal →

PROJECT: SNOWBLIND FACT!

SEQUEL SCRAPPED

Snowblind began life as *Deus Ex: Clan Wars* and was to be primarily an online multiplayer game.

CAUGHT BY THE FUZZ

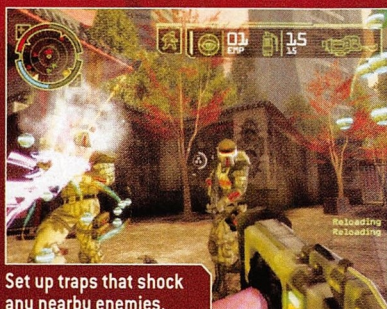
'Snowblind' refers to white noise experienced when you are hit by an EMP (Electro Magnetic Pulse).

NO SHIT

The single-player game consists of 11 missions and 16 maps, including a sewer, a temple and jungles.

REIGN SUPREME

Deathmatch, Capture the Flag and 'Hunter' are the confirmed multiplayer game types so far.



Set up traps that shock any nearby enemies.



Work as a team to protect each other from harm.



The two in the background look like they've lost it.



Use the 'kicker' gun to pull away an enemy's weapon.



Blast him while he's occupied with the drones.



Enter any building to find one of many mounted guns.



Drones can cause enemies to panic and shoot wildly.

Good job they haven't spotted the explosive barrel.



That explosive crate might come in useful here.



WEAPONS DETAIL

Even the grenades do more than just simply explode.



RIOT CAPSULE

Throw one of these directly in front of you to put up a transparent shield. It buys you a bit of time until enemies eventually shoot through it.

EMP GRENADE

Will short-circuit a combat bot, but if you get caught in the blast then you lose your powers and can't see how much health or ammo you have left.

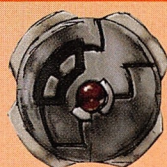


SPIDER BOMB

Spawns a smaller arachnid that chases after enemies and shocks them. Not powerful enough to kill, but you can clean up while they're stunned.

CLOAKED MINE

Lay a trail of these invisible bombs, attract the attention of a group of enemies, hide somewhere safe and watch the sparks (and bodies) fly.



object, allowing you to wrench an enemy's weapon out of his hands, or send metal crates crashing into stuff.

ARACHNOPHOBIA

Items are equally as ingenious. The Riot Wall is a portable shield that can be set up anywhere, with a small hole in the middle to shoot through. The Spider Bot is a walking grenade that detonates near enemies to stun them. It's also possible to combine weapons with items: one gun shoots out mines that shock nearby enemies – attach some of these to a Spider Bot and you've got a mobile shocker weapon.

The development team hasn't revealed how upgrading your bio-enhancements will

work, but from what we've seen so far there will be scope to be as creative with your implants as you are with your weapons. One lets you turn invisible for a short time provided that you don't fire any weapons. Another lets you see through walls, though it's impossible to tell if the people on the other side are friend or foe. And there's the obligatory use of bullet-time too, allowing you to pluck live grenades out of mid-air, toss them back at enemies and speed time back up again so they explode before you're shot. How cool does that sound?

CLASS ACT

There'll be even more room to experiment in the four-player split-screen and online multiplayer modes. According to the developer, the emphasis will be on the multiplayer rather than the single-player game. Each of the five player classes has

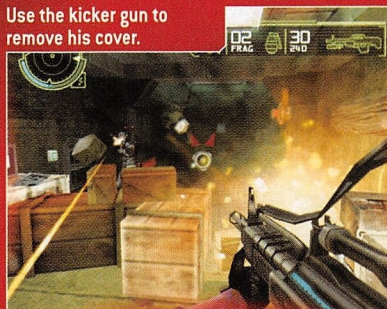


The others think they're safe, but little do they know.

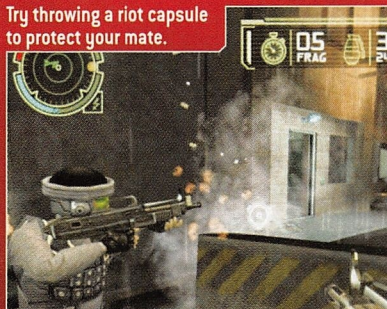
There's little room to move, making combat intense.



Use the kicker gun to remove his cover.



Try throwing a riot capsule to protect your mate.



its own unique weapon, so Berserkers get the flechette, Agents get the rail laser that can shoot through walls, Snipers get a sniper rifle... you get the idea. Nice touches include being able to change class at any time during play (at the risk of being shot while you're fiddling around at the option screen), and teaming up with another player to pilot a vehicle that requires both a driver and a gunner.

Project: Snowblind isn't the most original first-person shooter we've played this year. Its near-future, war-torn environments borrow heavily from *Killzone* - which itself is hardly original - and the linear level progression could prove repetitive. That said, the weapons and abilities make it a joy to play. Levels are basically designed to let you be as creative as you like when it comes to killing. Taken on its own terms, *Project: Snowblind* is shaping up to be one pure adrenaline-rush of a game.

/ JONATHAN TODD

PSW OPINION

The way the levels are set up like a playground for your weapons and powers reminds us of *Second Sight* and *Psi-Ops*. That's no bad thing either. This should be a huge hit.

SUPER TROOPERS

Project: Snowblind looks like a real eye-opener.

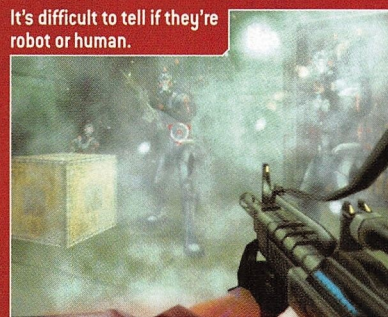


Lay down suppressing fire while he reloads.

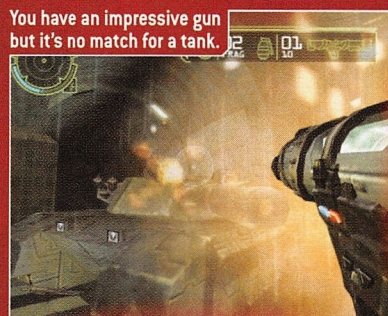


Enemies are intelligent to seek out cover.

It's difficult to tell if they're robot or human.



You have an impressive gun but it's no match for a tank.



Your squad keeps him busy so you can sneak up on him.



Rims the size of massive dinner plates. MASSIVE.



A spoiler so large it has its own postcode.



There's still plenty of hardcore racing involved.



MIDNIGHT CLUB 3: DUB EDITION

It's time to lose your Vectra, bag yourself an Escalade and prepare for the flashest, wildest and pimpest racer on PlayStation2.

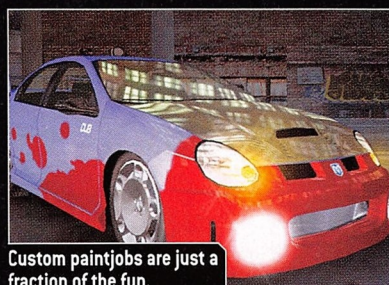
GAME DETAILS

PUBLISHER: ROCKSTAR
DEVELOPER: ROCKSTAR
OUT: NOVEMBER
PLAYERS: 1-8
ONLINE: YES

We have moderate tastes; all we want is a crystal white Hummer H2 with 28" diamond studded wheels, six or seven plasma screens and enough bass to disrupt the Earth's gravitational field.

Since we don't have the million, billion dollars required to make our automotive dreams come true, we're happy to indulge ourselves with *Midnight Club 3: Dub Edition*, the latest open-city racer from Rockstar, complete with all manner of obscenely pimp car customisation options.

The modding is quite unique, offering a



Custom paintjobs are just a fraction of the fun.

different take from *NFS Underground* and *Juiced*. In *Midnight Club 3*, US hip-hop culture is the main influence, so expect to see huge SUVs with wheels the size of your house and low-riders lower than George Dubya's IQ, rather than *Max Power*-style Ford Fiesta fiddling and topless scrubbers at the Southend summer cruise.

DRIVING OBSESSION

Although you'll still see the modders' usual Japanese favourites, all this is definitely offering up a whole new angle on the modding scene. The fact that there are a limited number of garage slots available is a nice touch. Instead of just collecting all the cars, as many games might have you do, you're limited to a smaller selection, making you choose only the cars you really want and giving you a genuine sense of ownership. There are also bikes to drive, which are just as customisable as the cars, albeit more dangerous to drive. This time round they have nitro, same as the cars

and have benefitted from a much-needed handling revamp.

As in the previous *Midnight Club* games, races are checkpoint based, leaving you to choose your own route from point to point through traffic, taking in as many ludicrous and unlikely shortcuts as possible. Expect to find yourself crashing through windows and jumping over whole buildings in pursuit of the finish line. Although the routes are initially confusing, the free nature of the racing soon starts to pay off, making *Midnight Club 3* a major contender in the custom racing scene.

/ MARK SORRELL

PSW

OPINION

Better than watching Shaq pretend to be a kung-fu genie. Immense fun, the best customisation options on offer and thrilling. Could be prettier. If this looked like *Burnout 3*, we'd have died.

MIDNIGHT CLUB 3: DUB EDITION

FACT!

SELECTION BOX

The finished game will include more than 60 cars and bikes for you to pimp up and smash into stuff.

BILL GATES' BIKE

The featured Hotmatch custom bikes can cost over \$200,000 – the same price as two Harleys!

BILL GATES' RIMS

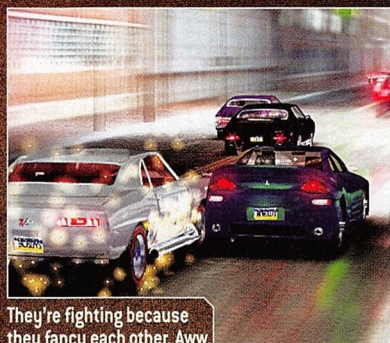
The most expensive alloy wheels in the world cost just under \$750,000 for a set of five. Phew!

HISTORY LESSON

Three cities will feature in the game: Detroit, Atlanta and San Diego. Very different they are too.



These beasts can cost \$250,000. That's loads.



They're fighting because they fancy each other. Aww.



The finest in US brute force argue their way down the road.



Combat with the Germans can get very personal.

One man contemplating the beautiful French sunset.



The squad gathers for a nice team photo to send home.



Attacking while a tank lays down some heavy pressure.

The level of detail will help make the game feel real.



BROTHERS IN ARMS

World War Two just turned nasty. Experience the war the way it really was with this tactically-minded squad-shooter that's set to redefine the term 'historically accurate'.

GAME DETAILS

PUBLISHER: UBISOFT
DEVELOPER: GEARBOX
OUT: NOVEMBER
PLAYERS: 1-2
ONLINE: YES

There are a large number of games based on WWII. There are perhaps a hundred million games based on the events of WWII. In order for another game that purports to deal with the horrors of that global conflict to have any effect whatsoever on our war-weary thumbs and shell-shocked brains, it needs to do things a little bit differently.

Not by being a futuristic driving game, or one where you score points by herding sheep into pits with a golf club, but perhaps by showing us aspects of the war we've never seen before. Something that helps us

to understand the horrors and reality of the conflict – rather than just another mindless shooter where you point a gun at poorly animated Nazis, press a button and retire to a safe distance. *Brothers In Arms* aims to be the definitive WWII experience.

THE WORLD AT WAR

The first thing to note about *Brothers In Arms* is the accuracy and the historical depth. This is not a video game so much as a simulation of one man's experiences of WWII. Set around the eight days of the

invasion of Normandy, players take on the role of Sergeant Matt Baker, one of the 101st Airborne paratroopers, a real unit that was sent in behind enemy lines to support the D-Day landings. Every battlefield, every event and all the equipment in the game is fashioned using eyewitness accounts, Army intelligence and aerial photographs from the time to assure maximum historical accuracy. There is clearly a desire on the behalf of the developer to make this not just an entertaining experience, but also an



BROTHERS IN ARMS FACT!

TANK TOP

John Antel, chief military advisor on the title, commanded tank platoons during his WWII career.

HOW LONG?

The entire game is set over only eight days – the same length as the real Normandy campaign.

LARGER AND LARGER

As you progress through the game, your three man team will swell dramatically in numbers.

FRIEND OR FOE?

Multiplayer will be limited to two players per game: Nazis Vs Allies and that's yer lot.



Mow the enemy down with a big machine gun. Lovely.

educational one. While this could end up making the experience dry, if they pull it off, there's no doubting that the game will be all the better for it.

But historical accuracy aside, for a truly gritty and realistic experience, *Brothers in Arms* must be willing to get its hands not just dirty, but filthy. Not only that, but it must do so in an understanding, not gratuitous way. That means both using the story to force players into difficult moral choices but also to represent the carnage of war in a genuine way. There's no point having soldiers collapse to



Gather the troops before making your assault.



...to take part in multiplayer battles, ordering a squad of three computer-controlled Allies around and taking out enemy squads.

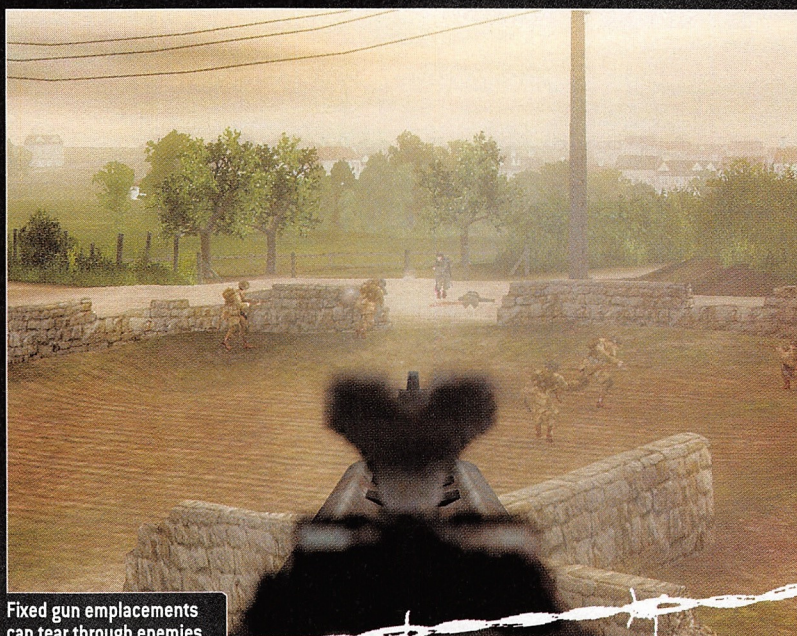
...for cannon-fodder against hordes of uncommonly clever computer controlled Nazis, all with advanced tactical ability.

...to bond with 20 different Allied soldiers, all of whom have their own distinct looks, personalities and operational specialisations.

...to understand that the developer had a hand in making *Half-Life Opposing Force*, *James Bond 007: Nightfire*, and *Halo* on PC.

...to experience the unnervingly real recreations of key moments in the taking of Normandy and the push towards Berlin.

...to forget we might have experienced all these moments in all the other WWII games and films we've ever seen.



Fixed gun emplacements can tear through enemies.

Never underestimate the value of a tank at your back.



War torn but beautiful, the lovely French countryside.



The atmosphere is helped along by the weather.



Your squad will grow in size throughout the game.

the ground unblemished when shot, but there again, there's no point in having them explode in a shower of gore, either.

MOVE AND FIRE

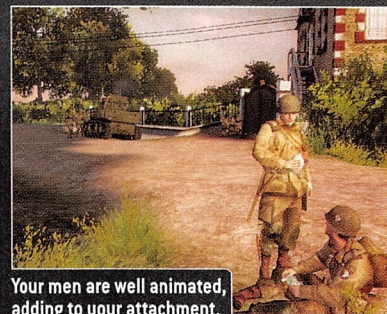
The secret to your success in the game is tactics, particularly the use of flanking manoeuvres. The secret to the game's success is the ease with which it makes these moves available to you. Despite being a first-person game, you're expected to take command of a squad of men and use them as a unit. The artificial intelligence for both your own men and the enemy has been designed from the ground up to accurately reflect real military tactics, meaning that it's going to take much more than a quick thumb to get you and your men safely home. This is real war and if you want to survive, you'll have to understand and use real military tactics, even when the pressure is on.

Thankfully, the interface is smooth and easy to use, and the intelligence of the troops under your command means that you can send

them off to take up position and not have to worry about them running around pointlessly in circles or standing around in the open, getting shot. You keep your mind on the tactical situation and so long as you have the better of that, your men will take care of themselves.

There's some interesting multiplayer action on offer too. Again, it's a tactical battle, with players taking control of squads of either Allies or Nazis and trying to outmanoeuvre their opponents before moving in for the killer blow.

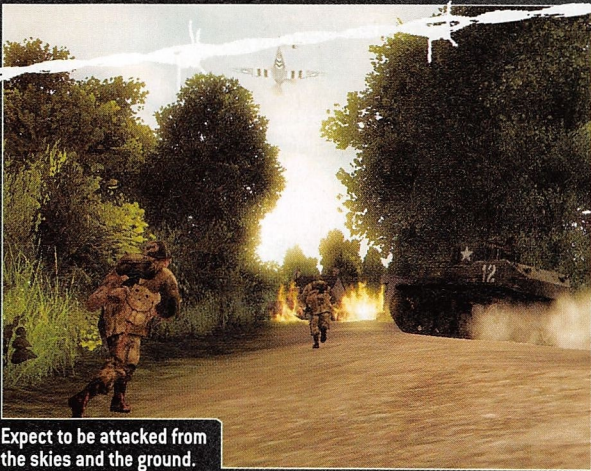
It's not all squadies either. Some troops



Your men are well animated, adding to your attachment.



Like the real thing, not all your men made it in alive.



Expect to be attacked from the skies and the ground.



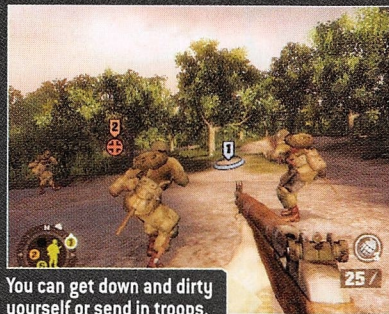
"Look, there in the trees. It's heading straight for us."

will have specialisations of one sort or another, but more impressive will be the tanks available for dishing out some serious firepower. They act just like regular squad members and can be directed around the battlefield as quickly and simply as any of your other men. Obviously, their firepower can make or break a battle, so expect the enemy to be as intent on destroying them as they are on destroying your troops.

Aside from all the intellectual stuff – tactics, strategy, realism, historical accuracy – this is also shaping up to be a



Tanks are hugely powerful and must be deployed well.



You can get down and dirty yourself or send in troops.

genuinely beautiful game. Foliage, so long a bugbear for games developers, looks fully three-dimensional and alive, and the architecture is both interesting and pretty.

It's looking like being a genuinely special title. It's unlikely to be an easy game to play, but at the moment, it seems both intuitive and smooth. We've spent more time playing WWII-themed games than most soldiers spent fighting it, but we still get excited when we see developers trying to do something a little different. With the pedigree of developer Gearbox and the level of depth on display here, that could be just what emerges.

/ MARK SORRELL

PSW OPINION

This is shaping up to offer the impossible – a different take on WWII. Forget your Medal of Honors. If you want to fight the war the way it was meant to be fought, this is for you.



HISTORY LESSON

When games and real life collide.

If there were any doubts about how seriously developer Gearbox is taking the drive for historical accuracy, take a look at this picture. It's an original photograph taken during WWII, blended into the in-game graphics. Every house, every hill and every tree is in the right place, providing you with the same tactical challenges faced by actual WWII soldiers who were there.

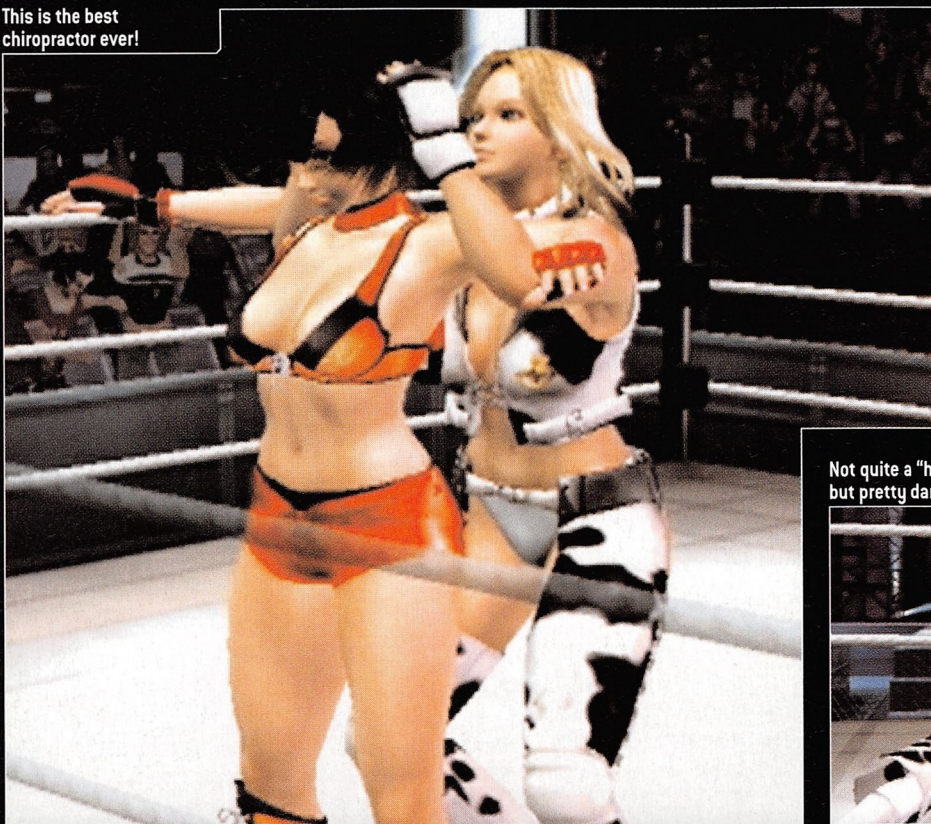


Your paratroopers are lost at the game's beginning.

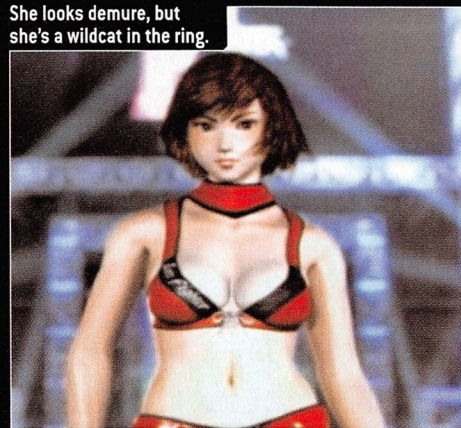


When things get hectic you'll need a cool head.

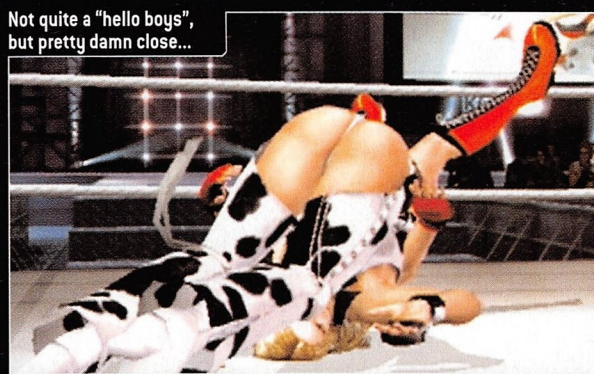
This is the best
chiropractor ever!



She looks demure, but
she's a wildcat in the ring.



Not quite a "hello boys",
but pretty damn close...



RUMBLE ROSES

Fan-service serviced in the squared circle - put away your sweaty men in place of mud covered half naked wrestling hotties

GAME DETAILS

PUBLISHER:	KONAMI
DEVELOPER:	YUKES
OUT:	TBC
PLAYERS:	2
ONLINE:	NO

You can almost expect a wrestling game a month these days, and while THQ and the WWE's relationship may be on the rocks, grapple fans can rest easy in the knowledge that Konami and Yukes have teamed up for an original wrestling title that fills every fan's deepest fantasies with a no-holds barred, uninhibited romp through every conceivable 14 year old boy's wet dreams.

Rumble Roses is very Japanese and very cheap. Take the squared circle, remove any traces of sweaty men and



Wow. She almost looks half-classy there. Almost.

replace them with angry, sexy seductresses - all capable of whipping any grown man into submission and/or a frenzy of tears. This concept sees *Rumble Roses* borrowing much from the *Smackdown!* series of games, minus the WWE fluff. Instead, a completely original cast of characters, match types and story settings stand in for what actually looks like it may be an enjoyable (well serviced) wrestling title.

CHEAP THRILLS

While the model really is a cheap dig into every lonely man's wallet, the actual gameplay for *Rumble Roses* offers a reasonably deep experience befitting a Yukes developed wrestling title. An extensive grapple system coupled with all-new high-flying manoeuvres makes for a balanced structure of wrestling and entertainment. Moreover, the Japanese element comes into play through the character-specific attacks and counters,

each of which harbours deliberately invasive camera angles showing off the all-important panty or cleavage shot. Like we said, very Japanese.

The game uses a tweaked version of the *Smackdown!* engine, so most fighting is fast-paced, and every sweeping camera movement is cinematic and graceful. With that being said, the tweaks are revealed in the game's overall presentation with wrestlers and environments presented in much more detail; you can see it in the cute wrestlers' high polygon counts - the days of girls looking as though they have a PS2 stuck down the back of their pants and the controllers in their bra are over.

POLYGONAL DERRIÈRE

This visual overhaul means players can expect to feel a lot more for these wrestling bunnies than they would their weekly soap star men. It also helps that we see much more of them than we'd ever want to see of say HHH or Sean Michaels,



RUMBLE ROSES FACT!

VOYEURISM PAR EXCELLENCE

Gallery Mode lets players watch their favourite wrestlers as they work out in their locker room. Nice!

VOW TOWN

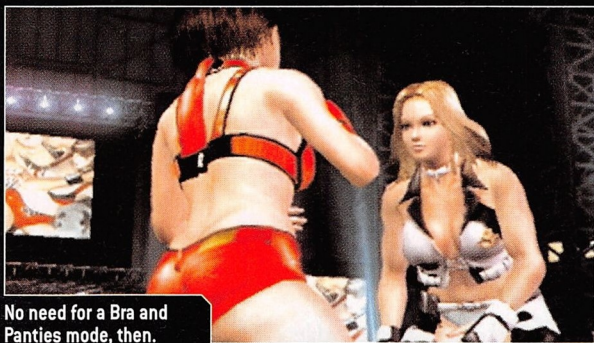
Before the beginning of a match, you can vow to fulfill certain requirements for extra rewards.

PEOPLE POWER

Mud-wrestling wasn't in the original design, but was added after American fans demanded it!

LITTLE KNOWN FACT

Dead or Alive: Xtreme Beach Volleyball, despite the crap title, is actually a pretty good game.



No need for a Bra and Panties mode, then.

but that's the beauty of *Rumble Roses*.

The story mode for *Rumble Roses* is unique in its diversity; that is, there are 10 characters to play through story mode with, however, should you finish the game with any one of these beauties, you'll unlock their opposite self. What that means is if you play through as the game's protagonist, Reiko, who for all intents and purposes is an all round good gal, you'll unlock her opposite character Rowdy Reiko – one bad mama. And so on. While this idea may sound deep and involving, the story is merely presented as small cut-scenes before and after matches with perhaps a few interjections during a match here and there to break things up. The cut-scenes are also hardly anything to write home about with some dodgy scripting coupled with even dodgier voice-acting making for some fairly bland narrative. But this game is all

about eye-candy, and boy there's plenty of it [*Haven't you mentioned that enough already? – Ed*].

The damage mode for the game is also a little unique in the crowded world of wrestling games. Players can perform a number of submission holds and manoeuvres - what these do, however, if you happen to focus on one area in particular, is deplete an area specific meter. This meter doesn't refill but can take a while to lower, get it all the way down though and performing the same submission will make the opponent tap out - it's much closer to the real thing than the pretend thing pretending to be the pretend thing, if you know what we mean. We like it though, and that's what matters.

1, 2... 3!

Beyond the story mode, players can enjoy a fairly light Exhibition mode (which we recommend you try before story mode as the game has no training at all), as well as the obligatory multiplayer (which is actually somewhat fluffy). *Rumble Roses* doesn't pretend to be anything its not, like we said earlier, the game happily applies to lonely men and their wallets through its intoxicating visual flair and uninhibited presentation - it's hardly a thinking man's game, and that's the way we like it.

The grapple system is intuitive and

reasonably deep, which should keep most wrestling game aficionados happy, while the unique character-specific action makes things interesting and keeps the game from being a WWE clone. Hopefully the story mode can be fleshed out a little more before release, and we're really holding our breath that the voice-acting was just filler before the final product is dropped, but given the publisher is the notorious Konami (known for their dodgy voice-direction), we may turn blue before our fears are extinguished.

Rumble Roses is that rare breed of game; a game that transcends the sheer need for naught but sexuality [*DOA Xtreme Beach Volleyball*, anyone?], with a fun engine that engages the player just enough to maintain both interest and enjoyment. At the end of the day, with the right campaign, the game will appeal to anyone who wants to watch unrealistic jiggle, but we stand by our notions that *Rumble Roses* may actually be fun to play. Look for the full review soon.

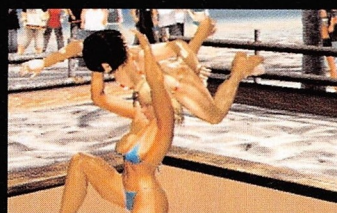
/ STEPHEN FARRELLY

PSW

OPINION

It's unlikely to be the best wrestling game we've ever played, but it's quite possible that'll it be the most entertaining. Cheap thrills that never pretends to be more than it is, *Rumble Roses* is boys-only fun at its finest.

MUD HONIES

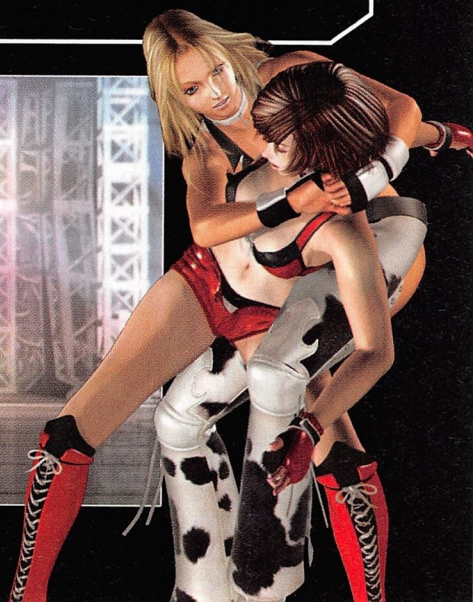


One of the main draws for *Rumble Roses* is its inclusion of Mud Wrestling, a match that actually comes completely out of left field in story mode and will no doubt be a fan favourite in both multiplayer and exhibition modes. Given the game's effort with presentation, you should expect a very pretty match with girls being draped in brown goo with nothing but bikinis keeping their bits and pieces in place. Oh, *Rumble Roses* is so respectful - naughty Japanese!



Glitzy and skanky go hand-in-hand in *Rumble Roses*.

The best camera angles aren't always the practical ones.



Gamespotting

Ever noticed how PlayStation has got a cheeky habit of cropping up in films, telly and music? Here's some of our favourite moments.



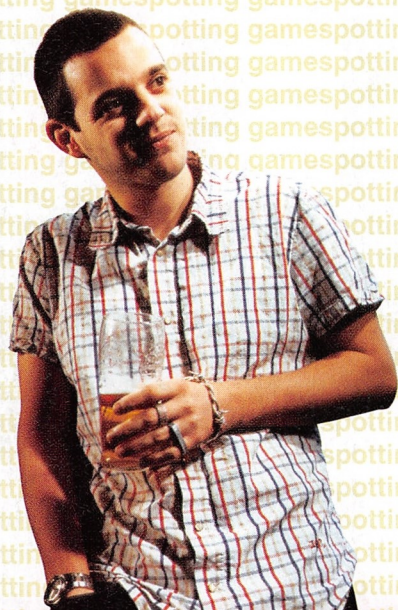
SHAUN OF THE DEAD

PlayStation2's finest hour on the silver screen comes from this excellent 'rom-zom-com'. Having survived hordes of undead, our everyday hero Shaun sneaks off from wifey to play a spot of *TimeSplitters 2* with his best mate Ed. Only trouble is... Ed's got a touch of zombie-itis himself. Classic.



MEN IN BLACK II

Trust Will Smith and co to slip a knowing PS2 reference into this FX-laden sequel. While oldster Kay has been away, young blood Jay has tricked out a top motor with all the usual unlikely gadgetry – and a silver PS2 controller instead of a wheel. Like all old folk, Kay can't work it for toffee.



THE STREETS

"I just completed *Gran Turismo* on the hardest setting," chirped Mike Skinner in the guise of a stoned student on his 1999 track *The Irony of It All*. We kind of know where he's coming from.



SPACED

Ever the experts at weaving PlayStation moments into real life, crack comedy *Spaced* excels itself in the legendary 'Tekken argument' sequence. Every time flatmates Tim and Daisy swap insults, the action cuts to a particularly wince-making *Tekken* attack. Comedy at its best.

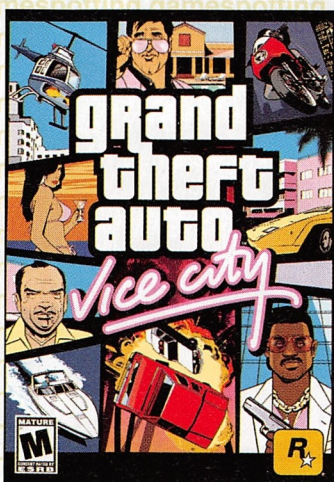
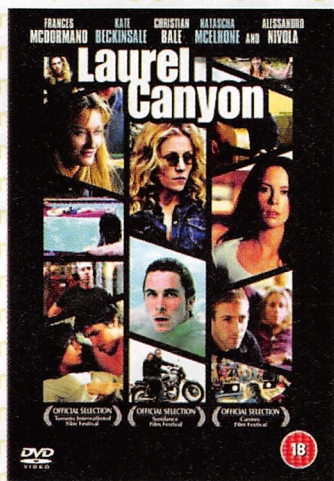


FRIENDS

"So, you're playing a little PlayStation, huh? That's whack. Playstation is whack. 'Sup with the whack PlayStation, 'sup? Huh? Come on, am I nineteen or what?" Joey shows the near-genius levels of stupidity that somehow earned him his own lucrative series.

From the makers of

PSW



LAUREL CANYON

What do you do when you've got an almost unknown comedy drama that's in danger of being passed over in favour of blockbusters with eight times the budget? How about taking 'inspiration' from the cover of PS2's best loved video game title? Don't expect much action here.



ABOUT A BOY

See that poster there? See that red PSW logo? That's from our sister mag in the UK, that is. And here it is in the dodgy Hugh Grant rom-com, *About A Boy*. Did they bother to ask our permission? Did they bugger. And why have they only put up the bottom third of the poster? It's a disgrace.



LARA'S LUCOZADE ADS

Of course, no summary of Sony's foray into the popular imagination would be complete without a mention of Lucozade's Lara Croft campaign. Some of the ads, showing Lara and her video game opponents relaxing when gameplay was paused, were even mildly witty. Will wonders never cease?

ACTION STATIONS!

Meanwhile, even more video games head to the silver screen...

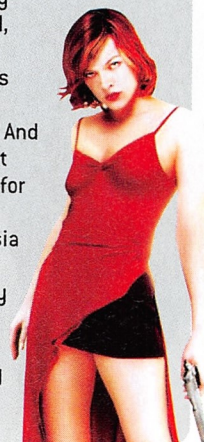
Psi-Ops is the latest game to get the film treatment, but *BloodRayne*'s actually in production, with a less-than-stellar straight to video cast. The Rock is all set to star in John Woo's version of *SpyHunter*, but filming's been held up. This has allowed the big man to star in the film of *Doom*, of all things...



A *Driver* movie is still in the pipeline, and John 'I Love Games, Me' Woo has been heard chatting about his desire to make a *Rainbow Six* film. Given that Tom Clancy goes down well at the box office, this sounds like a sure-fire hit. Top PC shooter *Far Cry* is set to become a movie too, not long after it arrives on PS2 next year.

But perhaps the most bizarre film-to-game franchise is *Death Jr*. We saw a few uninspiring shots of the PlayStation Portable title earlier this year, but apparently it's ready to take off as a global franchise with films, comic books and the game all launching at the same time next year. Hmm...

And that's not all. The French survival horror franchise *Alone in the Dark* has been signed up for the silver screen treatment. And talking of survival horror, fans of the first *Resident Evil* movie will already be aware that it's reasonably decent sequel, *Resident Evil: Apocalypse*, is showing in cinemas now. And let's not forget mooted films for *Soul Calibur*, *Prince of Persia* (with uber-producer Jerry Bruckheimer attached) and *Devil May Cry*. Will it never end?





IT CAME... FROM THE DISC TRAY!

A recent study claims audiences now find PS2 games scarier than horror films. *PSW* decided to investigate...

ZOMBIE SLAUGHTER FEST!

RESIDENT EVIL OUTBREAK VERSUS THE MOVIE

	RESIDENT EVIL OUTBREAK	RESIDENT EVIL: THE MOVIE
Capable of making you jump hard enough to soil your under-garments?	Resolutely not. Sad but true, the <i>Resident Evil</i> series has grown so decrepit it can no longer rouse itself to roar loud enough to catch your attention. 0	Against all the odds, it is. You go in, packing cynicism, only to emerge 100-minutes later with a look of mild discomfort on your face. 1
Psychologically unsettling?	In a strange way, yes it is. Maybe it's the overly long loading times, or perhaps its the sight of the <i>Resident Evil</i> series committing suicide. Either way... 1	<i>Resident Evil: The Movie</i> isn't remotely clever enough to psychologically unsettle you. So it doesn't even bother trying, which is probably a good thing. 0
Sufficiently gory?	Just about. It might lack the burning faces, the runny brains and the watermelon-sized exit wounds we were after, but you can still liquify heads. 1	Exhibit A: the scene depicting a poor chap being cut into chunks by a particularly vicious laser-based security device. Sadly, after a strong start it tails off. 1/2
Containing the required number of horror movie clichés?	It's hard to think of a more cliché-ridden cast of characters than those dreamt up by Capcom's least imaginative designer specifically for the occasion. 1	<i>Resident Evil: The Movie</i> is a feature-length cliché: everywhere you look you find things borrowed or stolen from better films. <i>PSW</i> approves of this approach. 1
Offensive to mothers and children?	Elderly female relatives could comfortably sit through <i>Outbreak</i> without seeing anything capable of causing them to spill their chamomile tea. Shame. 0	It's hard to imagine anyone being genuinely repulsed by <i>Resident Evil: The Movie</i> . Which means you'll need to find another way to offend your mother. 0

FEAR FACTOR: Three points to two and a half in favour of *Resident Evil Outbreak*.

GAME

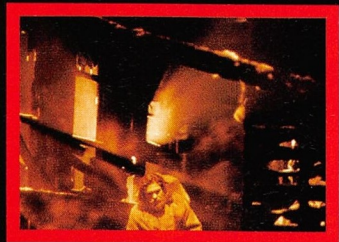
CLASSIC CREATURE FEATURE SHOWDOWN!

THE THING VERSUS THE THING

	THE THING (THE GAME)	THE THING (THE MOVIE)
Capable of making you jump hard enough to soil your under-garments?	Sometimes. Occasionally you'll get attacked from behind, causing a tiny fear-poo smaller than a grain of salt to sneeze from your bottom. File under 'mild.' 1/2	Director John Carpenter wrote the book with a view to making you shit yourself. A master of the genre, it's a wholesale masterclass in spine-tingling fear. 1
Psychologically unsettling?	Not unless you already happen to be suffering deeply from severe delusional paranoia. Which you're not. We promise you, you're not. 0	Yup. From the second <i>The Thing</i> has infected the crew's dog, causing it to erupt into a mouldy potato of goo-drenched terror, it never lets up. 1
Sufficiently gory?	Yes. Thank you. Now please, put the 50-foot penis-coloured tentacles back into the pulsating flesh-sack and wipe all that psycho-semen from your mouth. 1	Nothing can prepare you for the sight of a stomach being eaten from the inside out by a slimy cluster of razor-sharp gnashing teeth. Nothing. 1
Containing the required number of horror movie clichés?	The alien creature capable of assuming human form: ding! An experiment funded by a secretive military department that goes horribly awry: ding ding! 1	Despite the occasional appearance of the yellow-toothed plot convention, <i>The Thing</i> largely manages to keep itself clean of the usual clichés. 0
Offensive to mothers and children?	Massively. Mothers are famous for their deep dislike of cuss-words, along with their long-standing hatred of men watering their own testicle gardens. 1	Not only deeply offensive to mothers and children, but also to fathers, brothers and uncles. Sell your soul to the Fred West estate and buy your copy today. 1

FEAR FACTOR // The film wins - just - with four points over the game's three and a half.

Movie



BATTLE OF THE PSYCHO-THRILLERS!

THE SUFFERING VERSUS GOTHIKA

	THE SUFFERING	GOTHIKA
Capable of making you jump hard enough to soil your under-garments?	Disappointingly not. Though undoubtedly spookier than the sound of an albino widow scraping her hairy moles together, actual jumps are in short supply. 0	Not that you'd ever want to admit it in front of your girlfriend, but yes, it is. For the first 30 minutes or so, it's hair-raising enough to give hope to the bald. 1
Psychologically unsettling?	Grotesquely, particularly for those unfortunates likely to have to spend time behind bars at some stage in their life. <i>Porridge</i> this ain't. 1	A woman is being raped by a demon with a boner. Is this: A) your worst nightmare, or B) the punchline to a private joke you share with Satan? Either way... 1
Sufficiently gory?	So caked in blood is <i>The Suffering</i> , lead character Torque has to tape up his mouth, his nose and his ears to prevent himself from catching AIDS. 1	No, no and no. It might leave you with a life-long fear of visiting mental institutions, but <i>Gothika</i> is unlikely to sicken you to the verge of vomitus. 0
Containing the required number of horror movie clichés?	<i>The Suffering</i> contains what many leading experts consider to be the greatest horror movie cliché of all time: the apparition of the giggling infant girl. Wonderful. 1	Seeing as how the premise – sane woman trapped in mental home – is cliché squared, it's not surprising that it reeks of eau de ripoff. 1
Offensive to mothers and children?	To quote the excellent <i>PSW</i> review: "disembowelment, decapitation and impalement, <i>The Suffering</i> isn't a game you'd ever want to show your granny." 1	Offensive to children, certainly, but not to mothers. Take away three moderately disquieting scenes and <i>Gothika</i> is just another thriller. 1/2

FEAR FACTOR // PlayStation2 wins four points to three and a half. Kiss the ring, Hollywood.

Game



SILENT HILL 4: VERSUS RING



	SILENT HILL 4: THE ROOM	RING
Capable of making you jump hard enough to soil your under-garments?	<i>Silent Hill</i> appears to think its a skivvy in a sea of shellsuits, and is thus beyond anything so common as a short, sharp, shit-in-your-pants shock. How wrong. 0	The original contains more jumps than the pre-pubic Hollywood remake, but even this deals more in mental fear than in ice-pick-up-the-nose visual shocks. 1/2
Psychologically unsettling?	Naturally. The <i>Silent Hill</i> series is world-renowned for its ability to etch the plots for forthcoming nightmares finger-deep onto your psyche. 1	Yes. The key scene, in which the cow-eyed goth lady crawls through the television screen, never fully goes away once you've seen it. 1
Sufficiently gory?	We expected: bodies to be leaking like second-hand colostomy bags and our stomachs to be fully turned through 360 degrees. We got: a stomach half turned. 0	<i>Ring</i> avoids gore as though gore were a rat-faced schoolboy with smelly fingers offering it a cancer-flavoured chip. More blood to be found on <i>Blue Peter</i> . 0
Containing the required number of horror movie clichés?	Sadly not. The Japanese have never understood the importance of horror movie cliché. A travesty of justice equalled only by mackerel sashimi. 0	Made away from the Hollywood sweatbox, there's a lack of exhibits from the International Museum of Outmoded Horror Conventions on display here. 0
Offensive to mothers and children?	Indeed. Sit mother down in front of <i>The Room</i> and she'll be sweating like guilty cheese in a rucksack before she knows what's hit her. 1	Clearly. Particularly children. Little children. Show them <i>Ring</i> and they'll more than likely never watch television again. Not a bad idea really. 1

FEAR FACTOR // *Silent Hill 4* scores a measly one, giving *Ring* an easy victory with two and a half.

Movie



BATTLE OF THE PSYCHO-THRILLERS!

OBSCURE VERSUS THE FACULTY

	OBSCURE	THE FACULTY
Capable of making you jump hard enough to soil your under-garments?	Shockingly, yes. Whenever you start nodding off, <i>Obscure</i> yanks violently on your nose-hairs like they're emergency cords to your brain. 1	<i>The Faculty</i> has its moments, most of which, it must be said, have been half-inched directly from <i>The Thing</i> . Still, scary is still scary, innit? 1/2
Psychologically unsettling?	Not even slightly. If <i>Silent Hill 4: The Room</i> manages to tunnel through your skull and into your screaming brain, <i>Obscure</i> struggles to penetrate your top-hat. 0	Hardly. You'll have forgotten about <i>The Faculty</i> almost immediately after the final credits have finished rolling. To be frank, we find Ray Martin more unsettling. 0
Sufficiently gory?	In language its high-school protagonists will understand, <i>Obscure</i> scores a 'D' in Gore Studies, its paper being returned wrapped around a severed head. 0	As a matter of fact, no. Just as the story has no heart, the characters have no pulse and the situation has no life, so the action sequences have no gristle. 0
Containing the required number of horror movie clichés?	Seeing as how <i>Obscure</i> appears to be the unofficial video game remake of <i>The Faculty</i> , it's fair to say there's nothing new under this particular sun. 1	Take the front-end of <i>Breakfast Club</i> , Sellotape it to the back of <i>Invasion of the Body Snatchers</i> , then drive it headlong into the <i>Scream</i> franchise. Et voila! 1
Offensive to mothers and children?	<i>Obscure</i> couldn't insult your mother if it broke wind in her Prada handbag and re-arranged the contents into a sort of makeshift voodoo doll. 0	<i>The Faculty</i> wouldn't dare offend your mother for fear of never being invited round for afternoon tea ever again. That's how disgracefully polite it is. 0

FEAR FACTOR // *Obscure* just shades it with two points to *The Faculty's* one and a half.

Game



CONCLUSION

PS2 provides more shocks per title than the Hollywood Movie Machine, edging our Death-Test three points to two. While games may struggle to provide the shocks of big budget films, the latest wave of survival horror titles have proven themselves far more effective at generating the ice-cold atmosphere needed to cultivate true fear. Fact!

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- Dolby Digital 5.1 Japanese and English
- Interview with director Kenji Kamiyama, cast interviews

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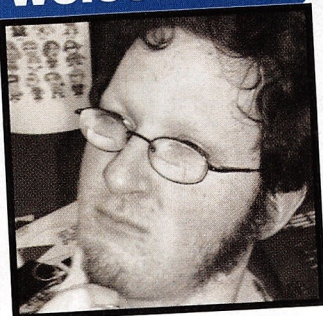
Target.

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REVIEWS

This month's PlayStation2 games rated!

Welcome



This month has been all about shooting things. Yes, we've all been getting well stuck into *Killzone* like the amateur, gun-wielding psychopaths we are, but *Star Wars Battlefront* is the game that's really won the fight for hearts and minds in this office. Personally, I can't fathom why. To me, the game feels underpowered and unbalanced... but the rest of the guys love it. Maybe it has something to do with my hatred for all things Mr. Beardy? Anyway, greedy fat men aside, how's that *Smackdown vs. Raw*, eh? I've never been much for wrestling games before, but wow... that's nice.

DANIEL STAINES, EDITOR

PSW PROMISE

We do solemnly swear that...

- Our reviews are 100% honest
- We only review finished games
- We rate the game, not the hype
- Our reviews are the most in-depth
- We answer only to our readers!

PSW RATINGS

10/10	Essential
9/10	Brilliant
8/10	Recommended
7/10	Great
6/10	Decent
5/10	Average
4/10	Disappointing
3/10	Poor
2/10	Bloody Rubbish
1/10	Avoid at all costs



48

Does *Killzone* live up to the enormous hype? Find out right here!

REVIEWED THIS MONTH!

- | | | | |
|----|-------------------------------------|----|-------------------------------------|
| 42 | Smackdown vs. Raw | 72 | Need for Speed Underground 2 |
| 48 | Killzone | 74 | Pro Evolution Soccer 4 |
| 52 | THUG2 | 76 | X-Men Legends |
| 56 | Get on Da Mic/Star Ocean | 77 | This is Soccer 2005 |
| 58 | Star Wars: Battlefront | 78 | Singstar |
| 62 | Mortal Kombat: Deception | 79 | NBA Live 2005 |
| 64 | Def Jam: Fight for NY | 79 | Ty The Tasmanian Tiger 2 |
| 66 | Rocky Legends | 80 | Under the Skin |
| 68 | Goldeneye 2: Rogue Agent | 81 | Sly 2: Band of Thieves |
| 70 | Lord of the Rings: Third Age | 82 | The Urbz |

Eat, sleep, breathe, game, breathe again.



RICH MELVILLE

CONTRIBUTOR: Rich bought a car this month, but since he doesn't actually have a licence, he just drives it around carparks. But how does he get to the carparks if he doesn't have a licence to drive there? Busted.

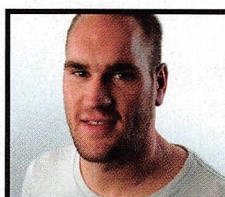
MOST PLAYED: *Killzone*



JONATHAN TODD

CONTRIBUTOR: After reviewing every single football game ever made in the space of a month, we had to give Toddy the *Star Wars Battlefront* review before the threatening look in his eyes turned into mass murder.

MOST PLAYED *SW Battlefront*



JOFF BROWN

OGRE: The 'chin with a man attached to it' has spent the month reliving his youth by running about *Star Wars Battlefront* like a frantic librarian, running precious books between Rebel planets. We despair.

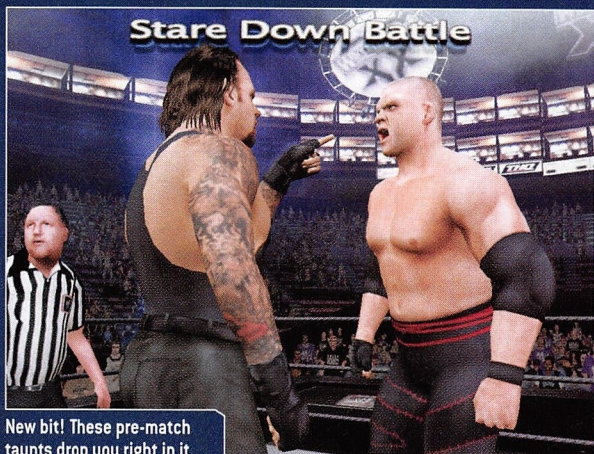
MOST PLAYED *SW Battlefront*



MARK SORRELL

SEX CRIMINAL: Because Mark is so tall we have to move the EyeToy to the back of the office when he plays, but the excited look on his little face is worth it. We say 'little', but what we mean is 'impossibly huge and terrifying'.

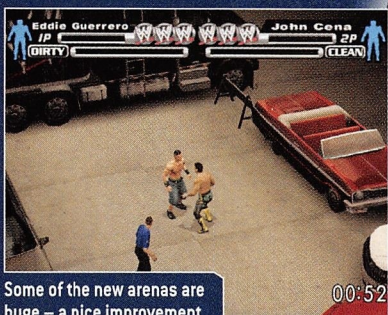
MOST PLAYED *Sega SuperStars*



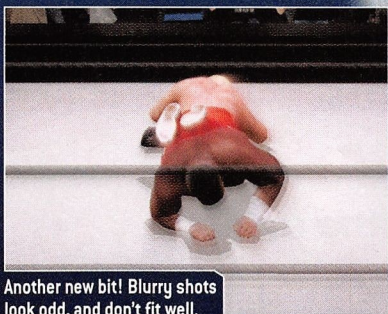
New bit! These pre-match taunts drop you right in it.



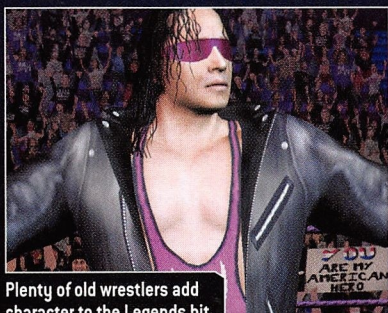
Six people can play at once if you're Multi-Tapped up.



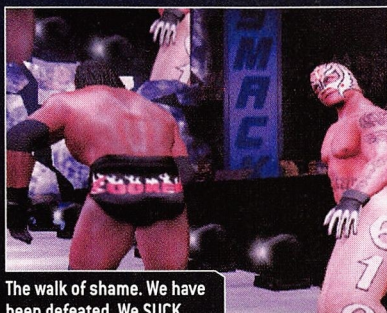
Some of the new arenas are huge – a nice improvement.



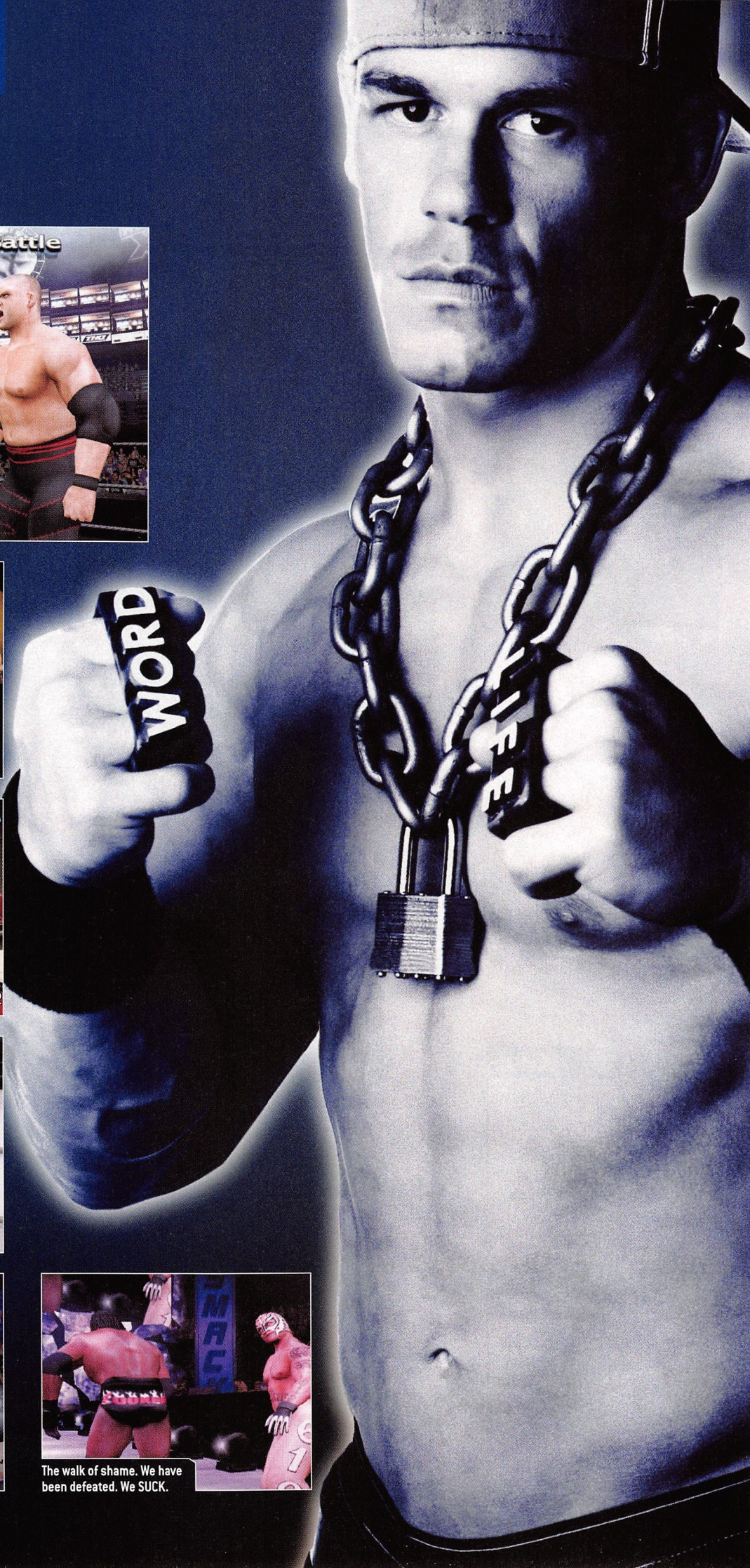
Another new bit! Blurry shots look odd, and don't fit well.



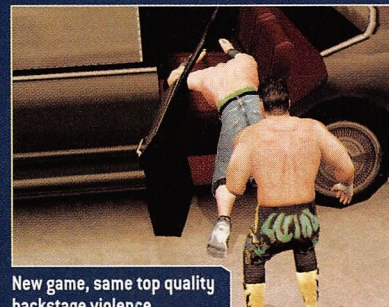
Plenty of old wrestlers add character to the Legends bit.



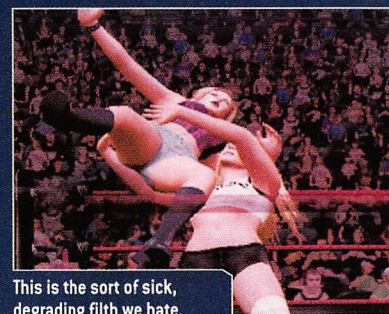
The walk of shame. We have been defeated. We SUCK.



In the olden days, wrestlers only had to be fat to be good.



New game, same top quality backstage violence.



This is the sort of sick, degrading filth we hate.

WWE SMACKDOWN! VS RAW

A whole ring-full of additions and alterations make this year's WWE game a well-pumped contender.

GAME DETAILS

PUBLISHER: THQ
DEVELOPER: YUKE'S
OUT: NOVEMBER
PLAYERS: 1-6
ONLINE: YES

WWE Smackdown! Here Comes the Pain rocked our boats vigorously last year. We loved it. *WWE SmackDown! Vs Raw* sticks to the same winning formula, but it chucks a whole load of shiny new goodies our way too. Online gameplay, real wrestler voices, new fighting modes... it may not be a reinvention of the brand, but it's giving all us fans exactly what we've been clamouring for.

Although we have to say, the whole 'SmackDown! Vs Raw' angle doesn't mean anything much. Suggesting that this

contains both *Raw* and *SmackDown!* wrestlers is true – but so did last year's WWE game. The only way this rota splitting concept effects the game is when playing exhibition matches, where you're asked to select either *SmackDown!* or *Raw* fighters to play with. Once you've chosen a side in Season mode, you're lumbered with a smaller choice of fighters until you reset the PS2 and start again – which is a bit of an odd decision.

For the first time, we've got real voice acting from many of the WWE's top stars to flesh out the career mode. Now they act out their little between-fight story scenes, making this by far the most authentic and official-feeling wrestling game to date. The story still progresses regardless of whether you win or lose, and is full of generic phrases to cover such eventualities ("Hmm, you again!"), but it seems to offer a more varied selection of match types and unfolds quicker than the oft tedious events of *Here Comes the Pain*.

We're not going to spoil too much of the Career mode plot, but can reveal that it contains a lot more humour this time around. One angle initially concerns a love-triangle between your fighter, Rene Dupree and his arm-candy manager Torrie Wilson.

By the time Torrie and Dupree are making out in the shower room (and her bra comes flying over the steamy screen) you realise it's not taking itself too seriously.

I DO THIS FOR A LIVING

This Career mode is where the secret stuff is unlocked, too. Via the Shopzone you can purchase hidden 'Legends' – classic wrestlers whose identities we're not supposed to reveal (but we can surely get away with outing one – Mick Foley's 'Mankind' is in!), while new dancing ladies for the menu screens, and alternative costumes can also be unlocked.

By alternative costumes we actually mean 'differently coloured pants for the girls' as, joy of joys, the Bra and Panties



Six players. Messy, but fun, and it doesn't glitch at all.



The new-look, old-style Undertaker is in the game.

WHAT'S NEW?

Here's what's new in SmackDown! Vs Raw

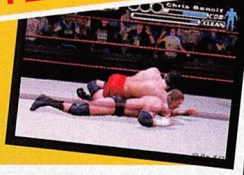
MINI-GAMES



Exhibition matches start with these short, sharp showdowns, where the fighters compete for the kudos of getting in the first blow. A quick introduction to the game, that forces you to actually pay attention.

See that second gauge with the 'Clean' marking? It's not about personal hygiene, it represents how nice or nasty your fighter is being in the ring. Play fair to fill your gauge and reap the rewards.

PLAY CLEAN



ONLINE MATCHES



Oh yes. There's this little option. We've been playing the private online test version for some weeks now, and can report that online matches are every bit as enjoyable as the offline multiplayer.

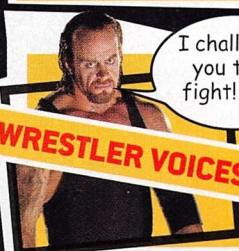
COMMENTARY

They're always fiddling with the commentary. Tazz and Michael Cole provide voices here, opting this time to keep their comments brief – a few general phrases during each match are all you hear.



I challenge you to a fight! Grrr!

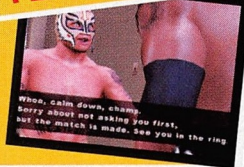
WRESTLER VOICES



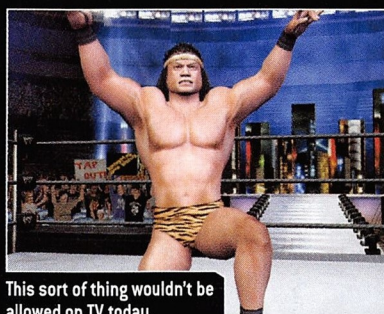
Finally! In the Career game the characters are voiced by the actual wrestlers, adding loads of atmosphere. Some sound like they clearly can't be bothered, but, overall, it's a good addition.

PLAY DIRTY

You can argue with refs and do extra damage, thanks to the Bad Button (L1). If your enemy's on the ropes and you're told to let go you can now refuse, holding down L1 to hurt him more.



Old and new come together in this year's great WWE game.



This sort of thing wouldn't be allowed on TV today.

WE'RE LIVING IN TWO TRIBES AND HEADING FOR WAR

The basic way you play is virtually unchanged. X is your strike button, pressing O and the directional-pad pulls off basic grapples. Triangle takes you up the posts for high-flying combat and, as ever, you're playing to boost your rage gauge and earn those super-posh special attacks – pulled off by pressing L1 when you're in the right position. Underneath, it's very much the same game as before.

What has been added to the *SmackDown!* mix is a whole load of mini-games and a brand new 'Clean or Dirty' feature. The mini-games are mostly for fun, challenging players to get the first slap in at the beginning of a fight or battle via the medium of crowd-pleasing chest chops ("Oooh!").

Also, when in a hold move you're now able to escape thanks to a new and swinging

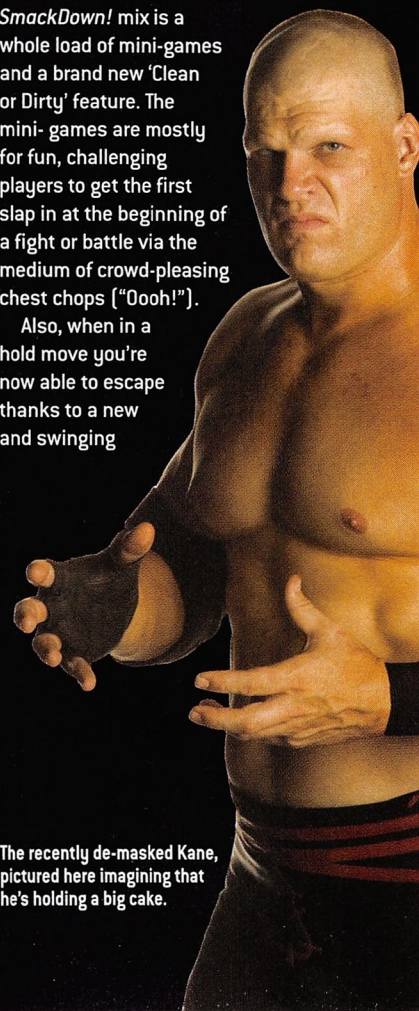
match – where you fight to strip a lady wrestler of her clothes – has returned once more. Praise be to the politically incorrect world of wrestling, where women have no purpose other than brightening up the lives of 'their men'.

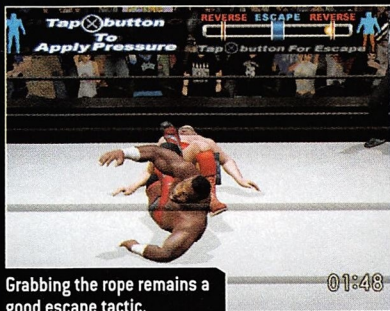
It's not just the undies matches that are back – every play mode and match type has returned, with very little in the way of new fight options over last year's *Here Comes the Pain*. We're not going to go through them all now – that'd be extremely boring for us both – but every seen-on-TV eventuality you can imagine, in every combination of one, two and up to six-player matches is catered for. There's a whole screen full of match types, covering Last Man Standing, First Blood, Cage, Ladder, and... you name it. Impressive, but actually very similar in content to last year's WWE game.



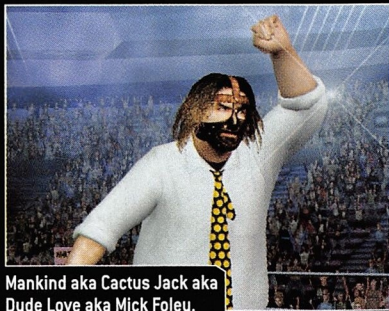
Wrestler entrances are much improved this year.

The recently de-masked Kane, pictured here imagining that he's holding a big cake.





Grabbing the rope remains a good escape tactic.



Mankind aka Cactus Jack aka Dude Love aka Mick Foley.

This is what it's all about. It is the beautiful game.



“Every eventuality you can imagine, in every combination of one, two and up to six-player matches is catered for.”

little escape-o-meter that pops up. Now there's an element of skill to getting out of holds quickly – stop the whizzing little ball in the right area of the bar and you'll get out of jail free.

You're also able to dish out extra hurt for fun. If the ref calls you off an opponent who's on the ropes, you can ignore his demands by holding down L1 and continuing the attack. Do it for too long and you're disqualified, plus it fills your Clean meter with Dirty points, taking you further away from the Clean fighter's reward of increased attack strength and temporary invulnerability. Dirty fighters can also argue calls – press L1 after a decision to harass the ref over a pin count you think he got wrong. Does it help? Not really, but it's certainly a great way to annoy your opponents in multiplayer matches.



NO PAIN, NO... FUN

You can make it more complex if you're an advanced player. The two bottom shoulder buttons are your counter-attacks, ample pressing of which produces results and helps you escape a battering. You're able to counter and even steal special attacks from opponents if you can learn the correct timing, placement and button combination, helping *SmackDown! Vs Raw* achieve something many fight games fail to offer – the ability for experienced players to triumph over button-mashers every time.

Choose to play with a manager at

WHAT'S OLD?

Here's what remains from
Here Comes the Pain.

A sadly familiar line-up of match types is on offer, with *SmackDown! Vs Raw* featuring little in the way of enhanced fight options. At least the B&P matches have survived.

BRA AND PANTIES FIGHTS



LADDER MATCHES



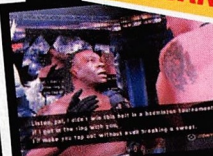
The usual hardcore, chair and ladder options are in, with greatly enhanced PS2-controlled wrestlers now much better at controlling ladders and competing against you.

As before, your journey through the career mode results in you earning two things – experience points to boost your fighter's skills and money to buy loads of secret unlockables.

SHOPZONE



GO CAREER



And here's the Career mode. Differing slightly depending on who you pick to play as, *SmackDown! Vs Raw*'s story-led game manages to marginally improve over *Here Comes the Pain*'s single-player game.

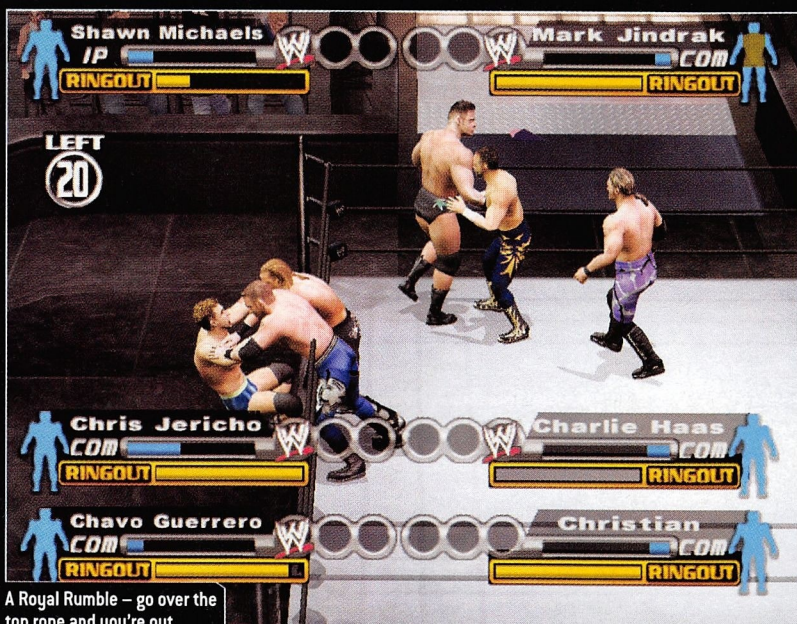
CREATE-A-WRESTLER

You could spend days creating a fighter, allocating them moves and editing the signs fans in the crowd wave. But you could last year, too, and did we? No. We only ever played as Stacy Keibler.



ingside and you're able to give them orders too, signalling your helper to distract the referee or get you a weapon via a press on the analogue stick. In short, there's a lot more happening in the ring, with frantic button-hammering and swing-o-meters filling those pauses between attacking moves.

What all this has done is made playing the game a little more accessible to newcomers, with even *SmackDown! Vs Raw* newbies able to enjoy competing for the



A Royal Rumble – go over the top rope and you're out.

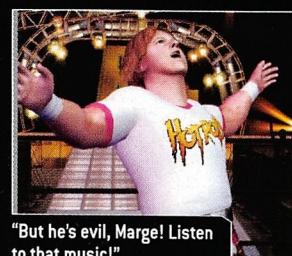
'First Hit' against more experienced players thanks to the newer, simpler evasion techniques and mini-games.

GONNA GET... DIRTY

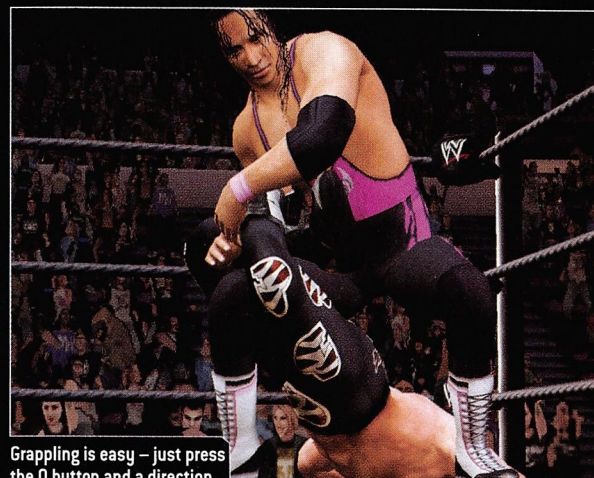
One thing we have noticed is the enhanced nastiness of the PS2-controlled opponents. After some ten months out of wrestling (games), coming back to *SmackDown!* seems harder than ever. Even experienced players will find themselves getting a thorough kicking, as enemy wrestlers down you, pick you up, flatten you again and go



The Career game takes you backstage to fight.



"But he's evil, Marge! Listen to that music!"



Grappling is easy – just press the O button and a direction.

"Online fighting is pleasingly simple given the PS2's torturous interface, and it's great testing your skills against international players."

to town on whatever's left of your arse, dragging your semi-conscious man up off the floor to continue the hiding.

"I can't even get off the floor!" will be something you say often, while getting used to the massive onslaught of the PS2-controlled men. So while you're down there, enjoy the view. Watching the cream of the

WWE going to work has never been better. The fighters themselves are as impressive as ever, with updated character models bringing the series right up to date; Big Show's slightly greying temples aptly illustrate just how perfect these PS2 versions of the WWE superstars are.

The wrestlers' ceremonial entrances to the ring have been much improved too. Latino loverboy Eddie Guerrero now drives down to ringside in his bouncing car, John Cena raps as he walks down the ramp and Rey Mysterio leaps up in a haze of fireworks – it's all good.

Also much enhanced is the ringside crowd, now a fully animated, jumping, waving and moving sea of people. Admittedly they're all quite flat people who go invisible if you look at them from the side, and who look like cel-shaded cartoons with thick black outlines around them in close up shots, but it still remains the best and most impressive collection of ringside spectators yet seen.

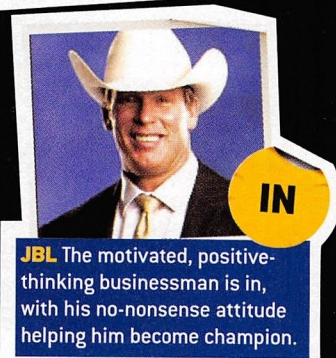
The commentary makes a return too, this time in a muted, occasional style, with Tazz and Michael Cole opting to throw in the odd generic comment about how excited they

WHO'S IN AND WHO'S OUT

Which new WWE stars have been included and who's been dumped to make way? These!



BROCK LESNAR Last year's hot new talent has quit the WWE, opting for a career as a US football player.



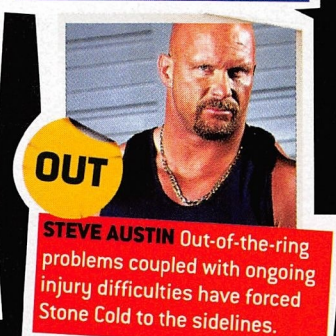
JBL The motivated, positive-thinking businessman is in, with his no-nonsense attitude helping him become champion.



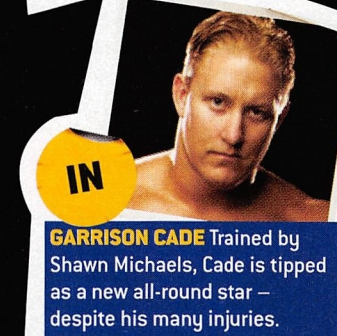
GOLDUST The 80s star who came back for a brief story with Booker T is out, making way for less frightening individuals.



MARK JINDRAK It's a bad period for WWE talent – stars are being replaced by charisma-free newcomers.



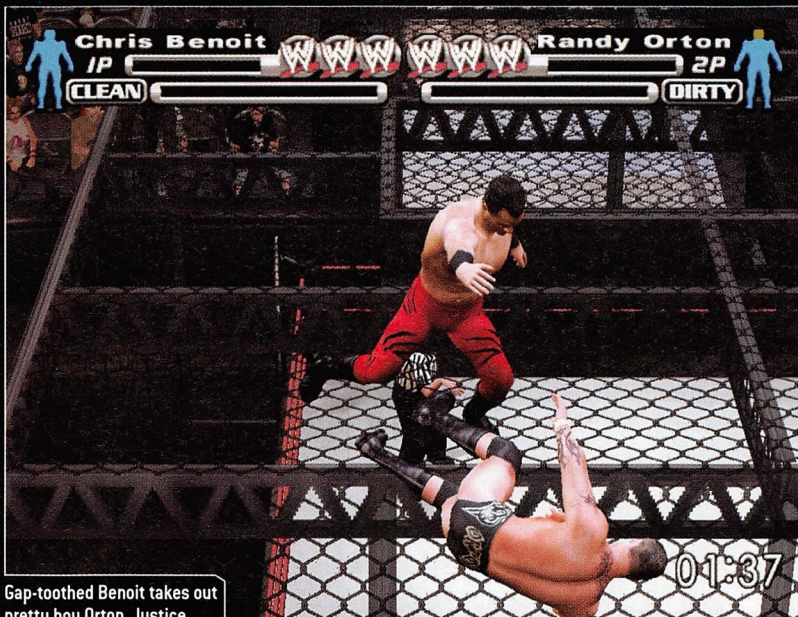
STEVE AUSTIN Out-of-the-ring problems coupled with ongoing injury difficulties have forced Stone Cold to the sidelines.



GARRISON CADE Trained by Shawn Michaels, Cade is tipped as a new all-round star – despite his many injuries.



And they used to be such good friends, too.



Gap-toothed Benoit takes out pretty boy Orton. Justice.

excited they are to be here instead of going all-out for a play-by-play description of the action. Adding to the atmosphere without being intrusive and annoying, the commentary works in this sparse manner.

INTERNET BEATDOWN

Multiplayer is still go, more so than ever. Six-player Royal Rumbles are possible for the multi-tapped, plus there's the new Online section. And it's this that might just prove to be *SmackDown! Vs Raw*'s biggest new asset. Online fighting is pleasingly simple given the PS2's torturous interface, and it's great testing your skills against international players. But here's the thing –

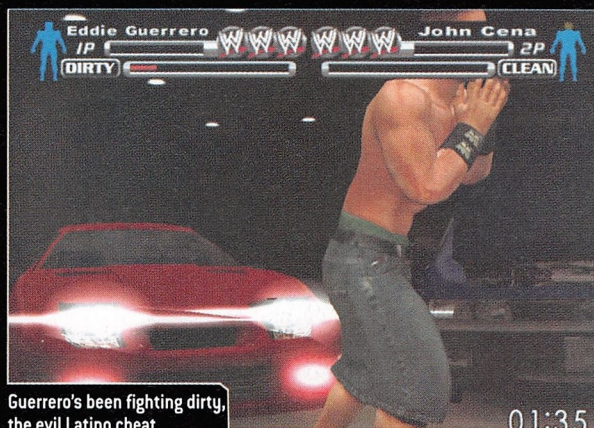
it's never going to be quite as much fun wrestling online as it is racing or shooting. Don't get us wrong. Everything's smooth and responsive, but unless you can see the man whose character you're pummeling into the ground, you can't crow over your victory quite as much as you like.

For the unconnected, 60 single-player challenges are listed in the Shopzone. These work in a *Tony Hawk's*-style manner, keeping track of what you've done in the solo game; stuff like break two tables in one match, pull off ten reversals in one match and get two opponents to submit in a tag match, that kind of thing. Handy to have, but no massive innovation.

In fact, the only thing we can think of that's missing is a gauge showing how much pressing is needed to get out of a pin hold. If your man's on the floor



Eddie's low-rider car makes an appearance in the game.



Guerrero's been fighting dirty, the evil Latino cheat.

and the ref starts counting, the only advice you get is to 'press a button' to escape – some visual explanation of how much we need to press would be nice.

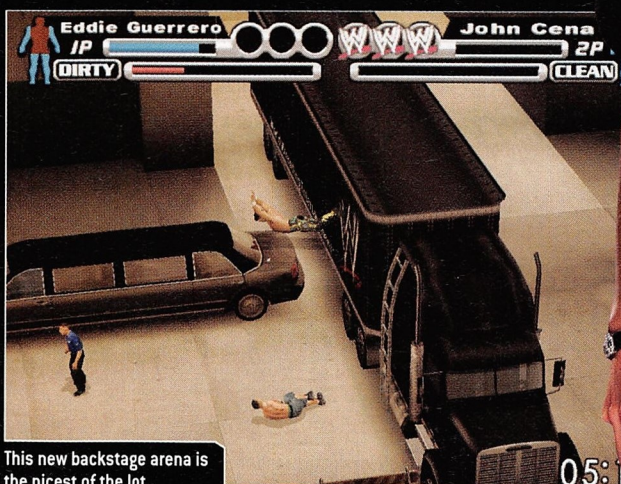
Aside from that, everything you might ever want from a wrestling game is here, only – and here's our chief concern – a lot of it was also present in last year's *Here Comes the Pain*. The chance to play 'clean' in return for more powerful moves is a nice addition, the presentation is better, the music is licensed and visually there's a slight improvement – but there are no really essential changes to make this year's WWE game stand out from the last.

The winning formula that made 2003's *Here Comes the Pain* such a great game still shines, though, with the tweaks, updated look and additional mini games making *SmackDown! Vs Raw* essential for wrestling fans after a tweaked-to-perfection WWE experience.

/ JOFF BROWN



Keep it clean, no roughness or gouging.

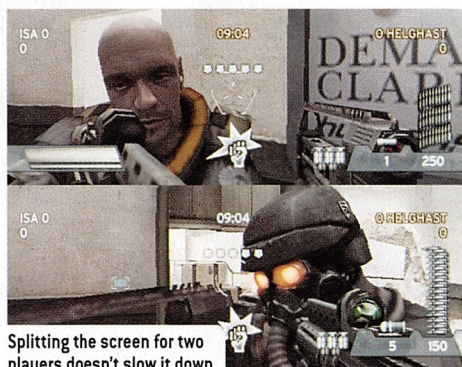


This new backstage arena is the nicest of the lot.

These things are called women'. They can be useful.

PSW VERDICT	
UPPERS	DOWNERS
➤ Incredible characters	➤ Few big changes
➤ Brilliant in multiplayer	➤ Few new match types
➤ Nice new mini games	➤ Brock's gone!
GRAPHICS	Great characters, much improved crowd
SOUNDS	Decent commentary and wrestler voices
GAMEPLAY	As simple and enjoyable as ever
More of a polish than a reworking, it enhances the franchise via a series of stealth tweaks. Retains all the power of last year's game.	
9	

Weapons have their own personalities.



Splitting the screen for two players doesn't slow it down.

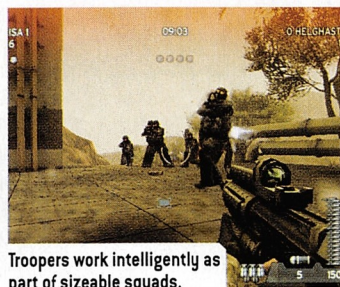


The shopping mall's not the usual place for firefights.

If you can see them, they can see you. In other words, duck!



Enemies can end up slumped in rather awkward positions.



Troopers work intelligently as part of sizeable squads.



When you're this close you can employ a melee attack.

KILLZONE

It's finally here. The game you've all been waiting for. Read on for the definitive verdict on the most eagerly awaited shooter in the history of PlayStation2.

GAME DETAILS

PUBLISHER: SONY
DEVELOPER: GUERRILLA
OUT: NOVEMBER
PLAYERS: 1-8
ONLINE: YES

Did someone say *Halo*? Sorry, mate. You've come to the wrong page of the wrong mag of the wrong console in the wrong year. This is *Killzone*, and it's most definitely nothing to do with Xbox's legendary shooter, whatever official hype might have led you to believe.

Sure, it's a shooting title set in a future war, but that's where the similarities end. *Killzone* is no *Halo* killer, but it is a sterling combat title in its own right. Just don't expect the free-roaming, innovative play of that landmark game and you'll be fine.

With that out of the way, let's have a look



Turn left a bit. A bit more. No, a little bit more... never mind.

at what *Killzone* is, rather than what it isn't. At heart, *Killzone* is a traditional shooter that echoes the past glories of the *Medal of Honor* series – particularly the stunning *Frontline*, which put you so successfully in the shoes of a stunned squaddie fighting his way through war-torn Europe. You play as Templar the commando, fighting a losing battle in a bombed-out city of the future which has more in common with Najaf than Naboo. There are no aliens, lasers or any other sci-fi trappings. It's you, a gun, a steadily encroaching horde of soldiers called the Helghast, and a handful of bullets. And that's all.

ENEMY MINE

The first thing you'll notice is that *Killzone*'s war-scapes look jaw-droppingly impressive. There's a kind of bleak, mature charm to the wasted, withered landscapes and deserted city blocks that make up *Killzone*'s game world. Little touches – pictures in an office, shop signs in a mall – drive home the fact that this was an everyday place before it was wrecked by invasion. And technically

speaking, *Killzone* looks second to none. Everything from bullet shells to the most immense open environments shines with detail and style.

Open environments, yes, but with usually only one way to get through them. *Killzone*'s a story-driven shooter which is adept at making your linear path look like a random passage through a battlefield. Everything in *Killzone*'s world is scripted to happen when you reach a particular point or, more often, when you kill all the enemies in a particular area. There are no boss-battles, and alarmingly few character types



This mighty cannon has Helghast falling like flies.



YOUR LIFE ON THE LINE

Is it really worth the trouble of getting your PS2 hooked-up online to play *Killzone*?

- | | |
|--|---|
| ☒ Impressive number of game modes | ☒ Broadband and the PS2 adaptor cost money |
| ☒ Effectively doubles the value of the game | ☒ You don't so much run as amble around |
| ☒ Pit your skills against the entire world | ☒ There's hardly any player skins to choose |
| ☒ Lets you join a clan to expand your horizons | ☒ Erm... |

VERDICT: Nobody said it was going to be easy getting online. But *Killzone*'s a real 21st century shooter that boasts impressive depth and intricacy. It's worth it.



Blossom falls gently to the ground. As do you here.



It's worth stealing the Helghast rifle from corpses.



A typical level: more concrete than Spaghetti Junction.

to attack you. The standard-issue vat-grown Helghast grunt's the most common. He's the guy with the glowing eyes, a kind of black-clad Stormtrooper. But he's far from a pushover on the battlefield. And it's this little guy who gives *Killzone* most of its fun. Their aim isn't that much worse than yours.

THEY'RE COMING...

Before long, you'll start to flinch when you see the hunched run of the troopers moving into position. A pair of glowing amber eyes will have you dashing back round a corridor and reloading before the bullets start whizzing past your ears. You soon learn to take nothing for granted, because while the Helghast aren't supernaturally smart, they're certainly not cannon fodder

either. Running in and blasting everyone, especially with the deliberately inaccurate standard-issue machine gun, just won't work. Just like in real life, if someone's shooting at you, you might just get away. But if two soldiers are gunning for you, you're probably about to die. In fact, if you can see an enemy long enough to take aim, you've probably just been hit.

Which is why *Killzone* employs an absolutely original idea: your health bar recovers a bit if you rest after you've taken damage. Okay, okay, so it might have been seen in some tuppenny-

ha'penny Xbox shooter called *Halo* – so there are a few similarities – but it's fast becoming the standard model for shooters, because it lets you dash into combat, get hurt and then figure out what to do as you recover, without searching endlessly for health packs. It works as well here as anywhere else, too, with every second of recovery spent breathlessly waiting for Helghast troops to come round the corner as you reload.

AUTOMATIC FOR THE PEOPLE

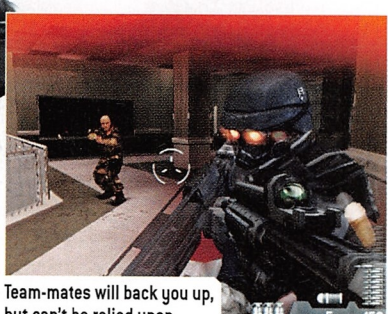
The guns in *Killzone* have as much personality as the characters who wield them. It's a facet of the game's attention to detail that you'll get to know them like old friends as you play. As we said, your original automatic is painfully inaccurate, jerking into the air as you fire. If *Ghost Recon* is all about 'one shot, one



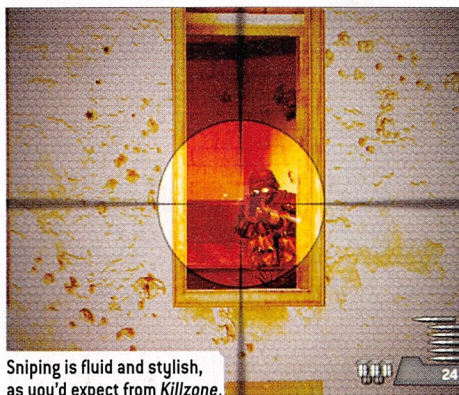
Such menace in the midst of such beauty! We could weep!



Rico's your human tank. Slow but heavily armed.



Team-mates will back you up, but can't be relied upon.



Sniping is fluid and stylish, as you'd expect from *Killzone*.



Computer players can aid you in online battles. You pussy.



It looks like a bomb's hit it! It has? Oh, fair enough then.

Hold grenades until the last second for instant damage.



The average Helghast grunt is more than a little deadly.



Helghast traitor Hakha gets unlocked later in the game.

“The guns have as much personality as the characters who wield them. It’s a facet of the game’s attention to detail that you’ll get to know them like old friends.”

kill’, then *Killzone* can sometimes feel more like ‘forty shots, one kill’ thanks to the difficulty in aiming and the hardness of your opponents. The Helghast machine gun is much less problematic, and you may find yourself making your way through large swathes of the game with this workmanlike weapon.

Secondary fire provides a decent scatter blast, but it can’t compare to the proper shotgun, which is capable of taking out individual enemies at the cost of excruciatingly long reloading times. So

when you get your hands on the larger guns or emplaced weapons, it’s hard not to whoop as you finally get to cut down rows of incoming troops.

GO TEAM KILLZONE!

You’re not alone, either. While friendly troops are mostly there to provide atmosphere, they do make a small contribution to the battle and most – but not all – can be shot by ‘accident’ in bored moments. And some of the set-piece battles you fight with them really do stand out: a last stand in a makeshift shelter against endless waves of enemies and deadly tanks; a surprise aerial invasion and the subsequent carnage; cherry blossom wafting in the breeze as you stalk your way through a city park that’s been turned into an enemy camp; a frenzied shootout in a vast, glass-roofed shopping mall. Tough, tense and terrifying in equal measure.

But things go downhill when you get the chance to play as one of the other members of the squad that forms around you as the game progresses. Luger the female



The environments may be grim, but they’re detailed too.

'GHAST STORY



What's *Killzone* like to play?
Come with us for just one minute...



0:11

Scouting out a new area, bullets suddenly whiz around your head. You breathlessly take shelter and begin searching for the assassin.



0:23

He's trying to forcefully take you from behind! Take cover, then take him out with a hail of bullets before proceeding on your way.



0:44

A whole troop of Helghast lie in wait round the corner. Wasting them all is going to be a tough call. For God's sake stay down.



0:56

Fortunately, you can use a carefully thrown grenade to take them all out at once. Hang back, or you'll become dazed. Victory!



We've rarely seen such detailed teams in a shooter.

assassin is faster and packs a swanky automatic pistol just made for headshots. But after slogging through warzones with Templar, it undercuts the fun to be able to take enemies out relatively easily, and her night vision and hand-to-hand stealth kill skills seem under-used. Rico's a human tank of a character, only good for shooting the hell out of everyone while standing still. Fourth character Hakha is mainly just an amalgam of the best elements of the other three. At least you have the option to choose any character to take on the later missions, with their own routes through the levels.

BROTHERS IN ARMS

Try the multiplayer game, and everything changes again. It's a whole different kettle of scampi, in fact, with a varied selection of deathmatch and capture the flag games. It chugs along when too many bots are



Every situation requires spontaneous strategy.



You'll start hating those orange eyes before long.



Stealth lady Luger has night vision, but it's underused.



Rico's too slow for our tastes, but he's damn powerful.



Templar's your main playable character.

engaged and it doesn't have the slick feel of the more user-friendly *TimeSplitters* titles.

So. Despite our massive enjoyment of *Killzone*, we can't help feeling a little let down. It's obvious that *Killzone* was never setting out to re-invent the shooter, but we had higher hopes for it than this. Everything it does set out to do, though, it does better than anyone. You'd be a fool to deny yourself the pleasure of at least one trip through *Killzone* – whether you spend more time on it will be purely up to you.

/ JOFF BROWN

PSW

VERDICT

UPPERS	DOWNERS
- Stunningly great-looking - Tons of set pieces - Great Online mode	- Completely linear - Gets a tad repetitive - Gets a bit bleak
GRAPHICS	Concrete never looked so stunning
SOUNDS	Superlative SFX, decent voice acting
GAMEPLAY	Nothing new, but it's all done with style
Anyone who liked <i>Medal of Honor: Frontline</i> will love <i>Killzone</i>. It's stark, serious and atmospheric. Just don't expect much innovation.	
8	



Bam Margera's arguably a bigger star than Tony now.



The six cities all contain their own unique challenges.



Make your own tag to spray on walls or wear.



The usual array of smashable objects livens things up a bit.



Look out for other skaters to meet and play as.



Some rural locations balance out the city vibe.

In terms of actual tricking, there's not much new stuff.



TONY HAWK'S UNDERGROUND 2

We're going underground again, but this time, we're not feeling the Hawk-love quite as much as before. They've been messing with the formula; read on to find out how.

GAME DETAILS

PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
OUT:	NOW
PLAYERS:	1-6
ONLINE:	YES

We gave the original *THUG* a whopping 9/10, not only because we genuinely liked it, but because it successfully broke the mould of the old *Tony Hawk's Pro Skater* games before it. But, dear oh dear. In a quest to make the series ever more 'extreme', *THUG 2* seems to have kept all the rubbish ideas, chucked in a few irrelevant ones, and failed to elaborate on the promise of the previous title.

Don't get us wrong, though. There's still an absolute feast of 'traditional' *Hawk's*



The Wee Man, dwarfed by a dog, practices his stunts.

challenges here, but they come interspersed with a number of really annoying goals. It feels like blasphemy, but we're going to have to say the unthinkable: the *Tony Hawk's* series has lost its way.

From the outset, it doesn't look like that much has really changed. Story mode pits you and Tony Hawk against Bam Margera's team of extreme nutjobs, but the central action is the same as the previous title. You chat to people to discover goals, then pull them off to earn enough points to open up the next level. Things widen out when you start playing Classic mode, which is a loving recreation of the timed levels from the earlier *Pro Skater* games. Old goals like collecting S-K-A-T-E and C-O-M-B-O letters,

high-score challenges and even finding the secret tape return, giving you a total of over 100 new tasks spread over the six cities of *THUG 2*. It's true that serious gameplay hours can be sunk into Classic mode. But it's also kind of an admission that Story mode has its own limitations. You're more likely to find yourself pelting a fat man with tomatoes or pushing a hospital gurney rather than performing 'pure' skating tricks.

DIE LAUGHING

All the extra hilarity in the world won't make *THUG 2* a better gameplay experience. And while the game does tack on a healthy handful of new things to do, none of them can really be said to expand the game in

"It feels like blasphemy, but we're going to have to say the unthinkable: the *Tony Hawk's* series has lost its way."



It's 'Wee Man'! From Jackass! Where's Knoxville hiding, eh?

↓ = Select ▲ = Back × = Accept



Collect the combo letters to get points. Old school!

Select ▲ = Back

Coastal levels give you the chance to wet yourself.



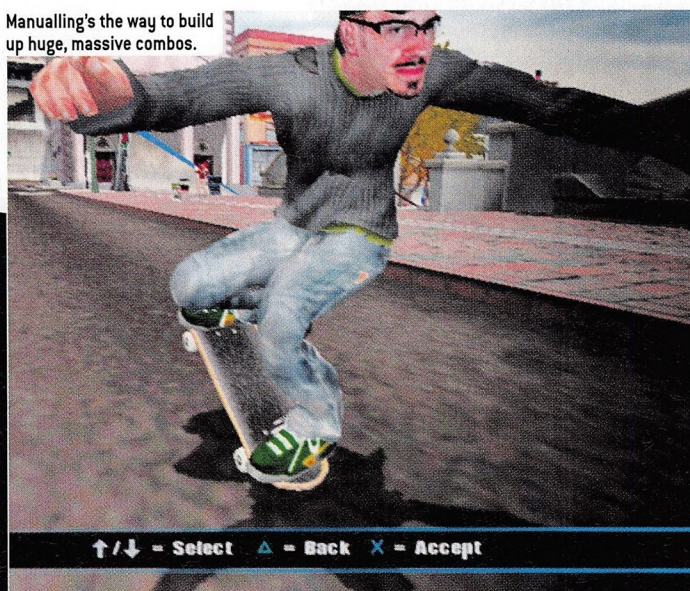
any kind of meaningful way. Take throwing stuff, where you press a button to throw small objects. Said small objects are then thrown. Um. That's it. There are some objectives which amount to 'throw objects at targets'. They're not at all fun. Slapping stickers is a little better, because it bounces you off walls and back into the action. But it's not going to rock your world. Likewise, spraying graffiti tags, which can only be done on foot. It's just an excuse for you to have to hunt down hard to reach areas. And that has never been the most fun aspect of the *Hawk's* world. See, the original *THUG* improvements really did work, for the most part anyway. Getting off the board felt



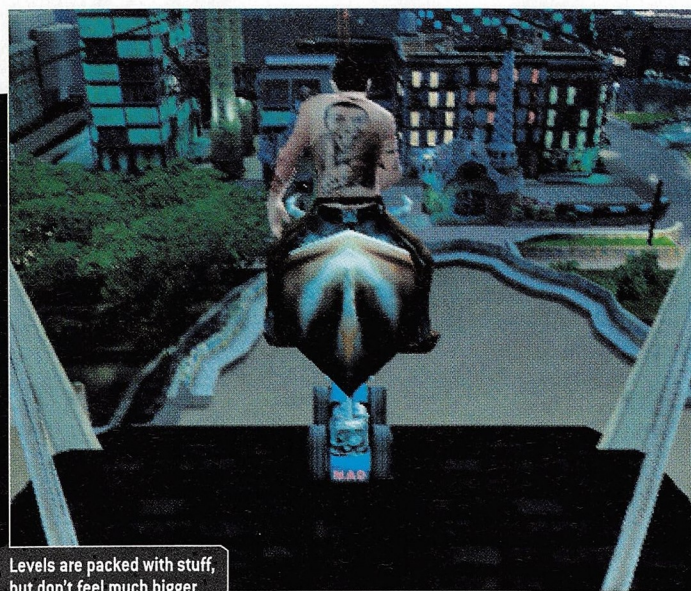
All your favourite skaters are back. Who's he again?

REVIEWS

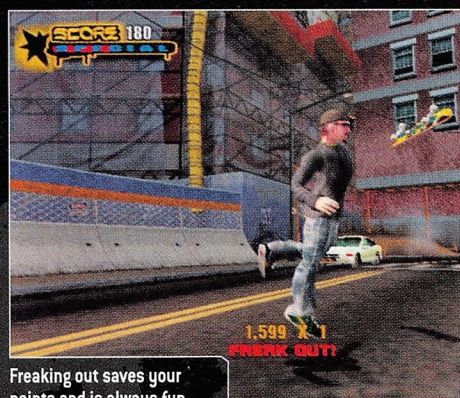
Manualling's the way to build up huge, massive combos.



↑/↓ = Select △ = Back × = Accept



Levels are packed with stuff, but don't feel much bigger.



Freaking out saves your points and is always fun.



Climbing buildings can take you to dizzy new heights.



He's chucking a tomato at a Spaniard. That's hilarious!

become slightly more cartoony than before. We don't want an all-grey concrete world to trick around in, but departing from the usual *Hawk's* semi-realism is a dangerous thing to do, because it makes your tricks seem less impressive.

As well as playing yourself, you get to find new and sometimes wacky characters to play as. Each of the four skaters has their own goals, meaning you'll need to switch to perform all the tasks on one level. It's good to transfer from your shiftless, clumsy new character to the fluid grace of Tony Hawk and his pals, that's for sure. But you can't swap at will. Instead, you have to find them where you left them. And one character can't pull off all of another character's goals, meaning you'll be engaging in some slightly annoying searching across each map, trying to remember where you left your main character.

natural and made sense – if you wanted to walk around, why couldn't you? But the new tricks are harder to work into combos and feel tacked-on rather than essential.

Visually, the series seems to have reached a plateau; there's nothing here that will stun the hardened graphics junkie. Okay, we'll put our hands up and admit you can't keep graphically improving PS2 games forever – there's some kind of fuzzy but finite limit. But then we glanced at games like *Burnout 3* and *Star Wars Battlefront*, both of which confirm that it's still possible to push the envelope. *THUG 2* doesn't, not noticeably. If anything, the graphics have

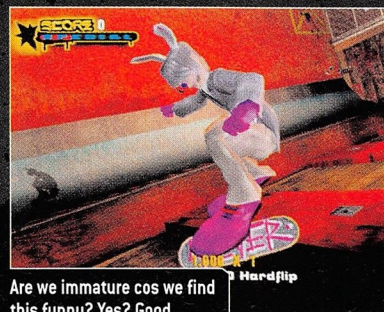
SOUND OF THE UNDERGROUND

The top ten new tunes currently infecting PSW with 'disco-leg'.

- | | |
|---------------------------------|--------------------------------------|
| 1. JOHNNY CASH | RING OF FIRE |
| 2. THE RAMONES | ROCK 'N' ROLL HIGH SCHOOL |
| 3. THE STOOGES | 1970 |
| 4. FRANK SINATRA | THAT'S LIFE |
| 5. THE DOORS | BREAK ON THROUGH (TO THE OTHER SIDE) |
| 6. JOY DIVISION | WARSAW |
| 7. HANDSOME BOY MODELING SCHOOL | HOLY CALAMITY |
| 8. CUT CHEMIST | DRUMS OF FIRE |
| 9. ULTRAMAGNETIC MC'S | EGO TRIPPIN |
| 10. SUGARHILL GANG | RAPPERS DELIGHT |



Keep the arrow in the centre to keep on grinding.



Are we immature cos we find this funny? Yes? Good.

Hardflip

GROUND IN CIRCLES

25% JUST PLAIN DUFF

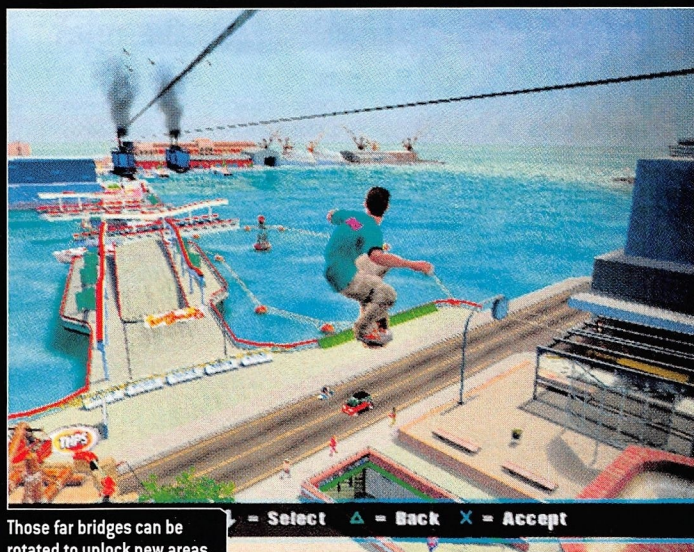
The throwing. The damned vehicles. The forced humour. The slightly too large heads. The lack of focus. It sticks in our throats, so it does. And brings the rest of the game down.

45% YEAH, OKAY

This bit consists of classic *Hawk's* gameplay which is starting to look a bit dusty. All those tasks that make you find hidden areas. The new characters that don't really add much. You know. The meat and potatoes, as it were.

30% BLOODY GREAT

Hey, this is still *Tony Hawk's*, right? So the Classic mode, some of the level design, and the old tricks. Oh, and the kid in the wheelchair who's your greatest rival in the game. He kind of rocks. You have to play to see all the crazy stuff he does.



Those far bridges can be rotated to unlock new areas.

DRIVING US MAD

And then there are the crazy vehicles; vehicles so crazy, they're kee-ray-zee with a small side order of seriously disturbed. Vehicles so annoyingly wacky, so fist-clenchingly off the wall, you'll want to puke. A Segway scooter, you say? Oh, our aching sides! Not. Instead of broadening the action, they narrow the scope of what tricks you can pull off, due to their size and unwieldiness. But that's just a niggle. The real problem with the vehicles is their speed. Bombing around on a super-scooter would be fun in, say, a massive city environment. But the *THUG 2* arenas, sizeable as they are, still aren't much more than a block or two in size. And because *THUG 2*'s restricted, close-up views are designed with a human



If you can be arsed to put your face in the game, it's worth it.



Slapping stickers bounces you off walls. Which is... okay.

"The main casualty of all this is credibility. When you've created several near-perfect games in the past, there may be a limit on how much further you can go."

skater in mind, you'll get no info about what's about to hit you from the side. All this could've been loads of fun, but the make-believe handling makes it all too forced and uncomfortable.

The main casualty of all this is credibility. The *Tony Hawk's Pro Skater* series was the first game to introduce a low-key, realistic aesthetic to sports games. Skaters dressed casual and performed tricks that were only slightly more impressive than the real thing. That's kind of been lost now, with the more-is-more attitude of *THUG 2*. At their best, the *Pro Skater* games were a sport in themselves, requiring lots of skill. While the thrill of the trick is still here, it's deluged in a misfired attempt at frat-boy cool.

It's difficult to know what to prescribe to the ailing *Tony Hawk's* franchise. The problem is, when you've created several near-perfect games in the past, there may just end up being a limit on how much further you can go. *THUG 2*'s additions don't really help, and its pretend-*Jackass* stance doesn't impress us either. There's no doubt

that there are hours and hours of solid gameplay here, especially with the addition of the Classic mode, but even that's feeling a little hand-me-down now. So we're going to chill, reign in our annoyance, and remember how well the series has entertained us over the years. We still have faith in the franchise, but we've had four games in four years. The series deserves a break – and so do we.

/ JOFF BROWN

PSW		VERDICT
UPPERS		DOWNERS
➤ Gameplay's still there	➤ Those bloody vehicles	
➤ Classic mode works	➤ New skills ain't all that	
➤ Plenty to do	➤ It's feeling old, already	
GRAPHICS	Slack as ever, but nothing new	7
SOUNDS	That soundtrack's a thing of beauty	8
GAMEPLAY	They're running out of ideas!	6
Too many annoying niggles take the fun out of the gameplay. Perhaps it's time the <i>Hawk's</i> series took a rest and went back to the drawing board.		6

GET ON DA MIC

Wit' so much drama in the LBC, it's kinda hard being Snoop D-O-Double-G...

GAME DETAILS

PUBLISHER: EIDOS
DEVELOPER: ARTIFICIAL MIND AND MOVEMENT
OUT: NOW
PLAYERS: 1-4
ONLINE: NO

Do you remember Vanilla Ice? Do you remember how he was plucked from obscure rap credibility and paid an insane amount of money to dance around like a particularly foolish monkey by men in suits for their personal enrichment? Well, *Get On Da Mic* is about as talented and original as Mr Ice ever was. Less so, even.

This is supposed to be the *SingStar* of rap. That's the idea. It takes the 'singing for points' philosophy and applies it to urban music. Sadly though, it's terrible. The presentation is atrocious – drab and grey, and it's also painful in its attempts to be

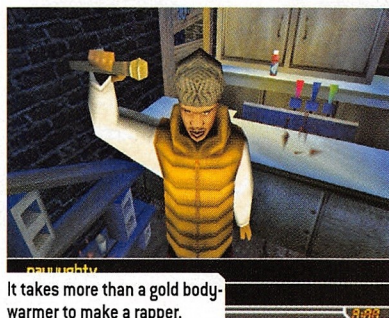
"down with da kids". Take, for example the menu screen, where you're invited to "Spit your own rhymes over some of the hottest beats." Oh dear. It's like some sweaty, middle-aged suit's misguided take on 'yoof culture' and it's just plain wrong. You'll actually feel embarrassed by it.

More importantly, the technical process of actually rapping is equally as poor. The supplied microphone is nowhere near the quality of the (incompatible) *SingStar* mics. Then there's the fact that you're expected only to match the rhythm of the words. This makes it very hard to get into any sort of

flow and means that you can basically cheat rampantly, should you wish. Any kind of 'interpretation' is marked against you too.

If you want to be a rapper, get one of your favourite instrumentals on a loop and rap. If you want to sing along with your favourite rap tunes, sing along with them. If you want a singing game, buy *SingStar*. This isn't fun, doesn't understand the very first thing about rap and, as such, cannot be recommended to anyone at all. Word.

/ MARK SORRELL



It takes more than a gold body-warmer to make a rapper.



And those hot-pants aren't going to make it better either.

PSW VERDICT

UPPERS

- Some tunes are okay
- You don't have to buy it
- A semi-original idea

DOWNERS

- Poor presentation
- No original artists
- Edited songs

GRAPHICS Barely functional

4

SOUNDS Decent enough selection of tunes

7

GAMEPLAY Sloppy and easily exploitable

4

We like rap. We like Karaoke. We Like *SingStar*. We don't like this. The basic concept is flawed and it's just no fun to play. Hence the score.

5

STAR OCEAN: TILL THE END OF TIME

And it'll take till the end of time for you to finish this epic role-playing game.

GAME DETAILS

PUBLISHER: UBISOFT
DEVELOPER: SQUARE ENIX
OUT: NOW
PLAYERS: 1
ONLINE: NO

There's a particular type of person that enjoys role-playing games. Not perhaps the bearded stereotype with the violent body odour we like to imagine, but playing a game that will take a minimum of forty hours to complete does require a certain dedication, a certain obsession.

Star Ocean: Till The Ends Of Time is very much cut from traditional Japanese role-

playing cloth. It opens with dramatic, beautifully rendered computer-generated imagery, the characters have huge heads and crazy hair and you fight your way from cut-scene to cut-scene becoming ever harder and more powerful. The plot makes no sense at all and, despite a lengthy and thorough translation, the voice acting is shoddy and spoils the sense of occasion.

The combat is excellent, and occurs in real-time with a combination of manual and automatic control over your three-man team. Thankfully, there are no random battles, although if you wish to level up

fully, you will need to seek out vast numbers of fights – those who choose to rush through will miss much of the game.

This is a quality game, in terms of both presentation and design. It's traditional, but within its genre it represents a considered and intelligent take on those traditional rules. Just be aware that without the required dedication and obsession, this may well feel more ordeal than big deal.

/ JONATHAN TODD



The real-time combat is some of the best in the RPG genre.



"Do you come here often?"
"Only when I'm hungry."

PSW VERDICT

UPPERS

- Great combat system
- Plenty of unlockables
- Fantastic music

DOWNERS

- Poor voice acting
- Slow plotting
- Dated graphics

GRAPHICS Well designed but dated

7

SOUNDS Great score, terrible voices

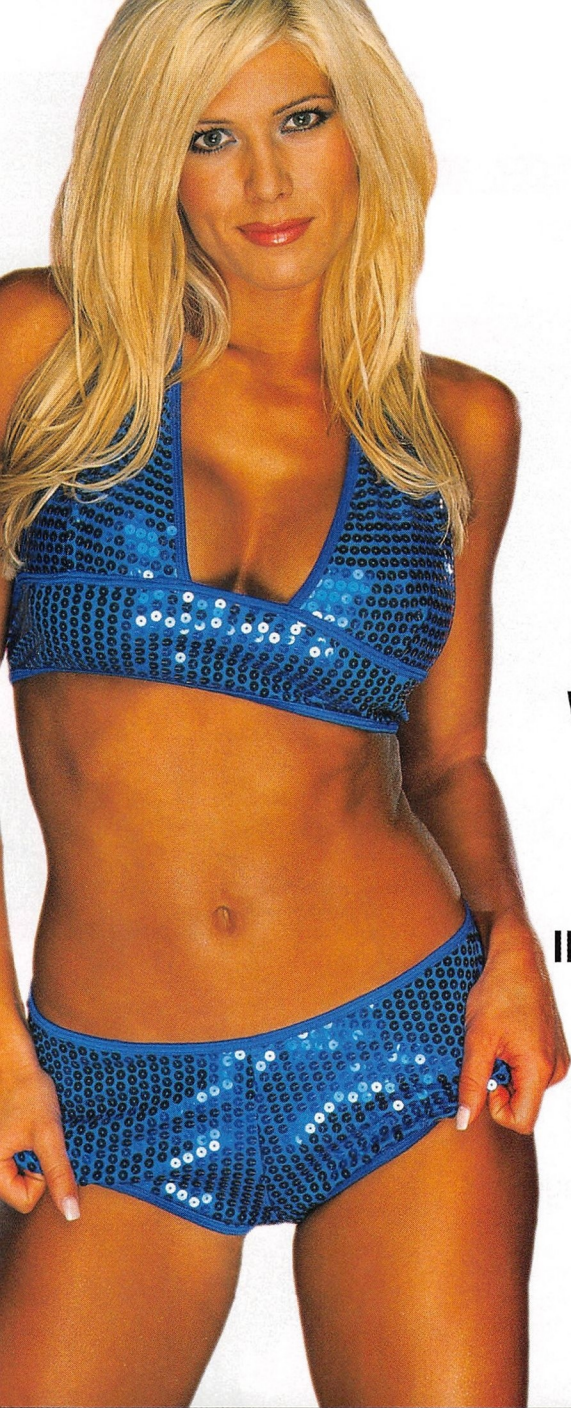
7

GAMEPLAY Servicable, but repetitive

7

This is an excellent adventure, but it suffers from a few too many cliches for our liking. A blue-haired hero with a big sword? Come on!

7



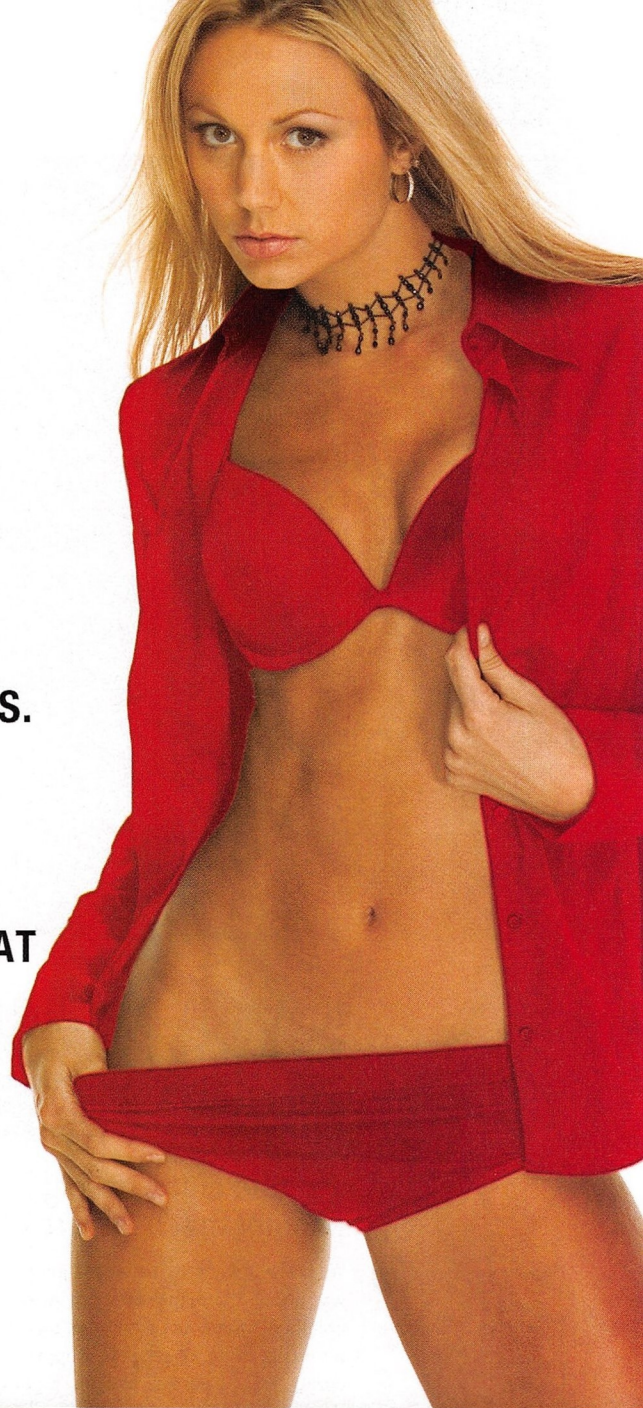
YOU CAN ALSO

PLAY THE MALE

WWE® SUPERSTARS.

IF YOU'RE INTO THAT

KIND OF THING.

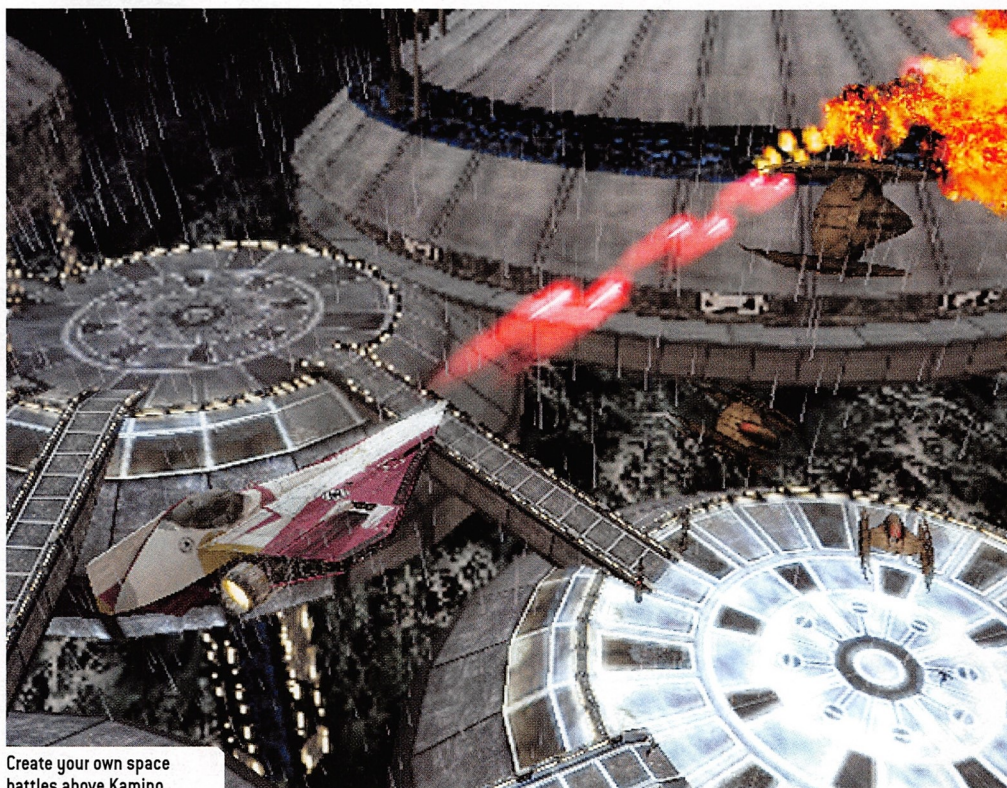


Exclusive to:
PlayStation®2



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Create your own space battles above Kamino.



Looks like your pal has run him over already.



Pick off ground troops in the AT-ST scout walker.

STAR WARS BATTLEFRONT

The fate of the galaxy is at stake in this multiplayer shooter that'll restore your faith in *Star Wars*.

GAME DETAILS

PUBLISHER:	ACTIVISION
DEVELOPER:	PANDEMIC
OUT:	NOW
PLAYERS:	1-32
ONLINE:	YES

We feel good about *Star Wars* again. There was a time there, just after having our childhood memories destroyed by the two prequels, when we actually stopped caring. Things were so bad that it got to the point where we doubted the quality of the original films. The genius of *Battlefront* has changed all that.

The meat of the game is the Historical Campaign mode, which lets you play through either the original trilogy's troubles or the Clone Wars of the prequels. Both have their benefits: in one you can go on a kill-crazy rampage against Ewoks and in

the other you get to exterminate Jar Jar Binks' race. Talk about exorcising demons. Of course, any self-respecting *Star Wars* fans will immediately choose the original trilogy first, purely to rid the galaxy of all things small, cute and furry.

And it instantly feels like *Star Wars* too. Remember how, as a kid, you used to reenact major battles using those plastic action figures, but couldn't quite do it on the same scale because you only had three Stormtroopers and one of them was missing a leg? Well, playing *Battlefront* is just like that, except now you've got over 200 figures on each side plus all the proper vehicles, spaceships and weapons – which your PS2 handles without any slowdown to the frantic on-screen action either. It'll make you weep joyous tears of nostalgia.



Tuskan Raiders are neutral, so just kill 'em anyway.



You'll need to order your troops to provide backup.



Dave Stormtrooper. With his little brother, Nigel.

REBEL ROUSER

Five cool things you must do in *Battlefront*



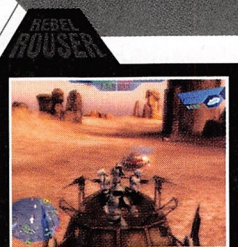
The Speeder Bike's controls are very sensitive.



Now's your chance to play as an elite Clone Trooper.



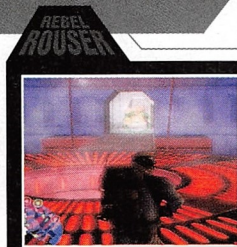
Watch out for the hungry Sarlacc's tentacles.



Join three mates to pilot an Imperial skiff



Take down an AT-ST single-handed on Hoth



Visit the carbon-freezing chamber on Cloud City



Set traps for AT-STs and Speeder Bikes on Endor



Annihilate Jar Jar Binks' Gungan race on Naboo

COMMAND AND CONQUER

Take the battle of Hoth. It's the highlight of *The Empire Strikes Back* and quite possibly all five films to date, so unsurprisingly it's terrific to play as well. Take control of the Rebels and you've got access to Snowspeeders complete with tow cables for wrapping around the legs of an AT-AT. Tauntauns are also on hand to ferry you across the battlefield quicker, and all those mounted cannons near the base that the

ground troops used in the movie. Play as the Imperials and you can blast away at the fleeing Rebels in a powerful AT-AT or AT-ST. We defy anyone to resist shooting a helpless Tauntaun too – not for its warm blubber, just because you can.

You've got to hand it to the developers, because they've even made the set-pieces from the prequels massively exciting. You know how it was difficult to tell what was going on during the final battle in

Attack of the Clones, while a lot of the effects looked static?

Not so here. The war on Geonosis is outstanding, with hundreds of Clone



Laugh it up furball. You're going down next.



You're screwed if the AT-ATs destroy your turrets.

Troopers and arachnid-like droids clashing head-on. There are no hiding places and no camping spots, just miles and miles of open desert and rocky terrain.

YOU REBEL SCUM

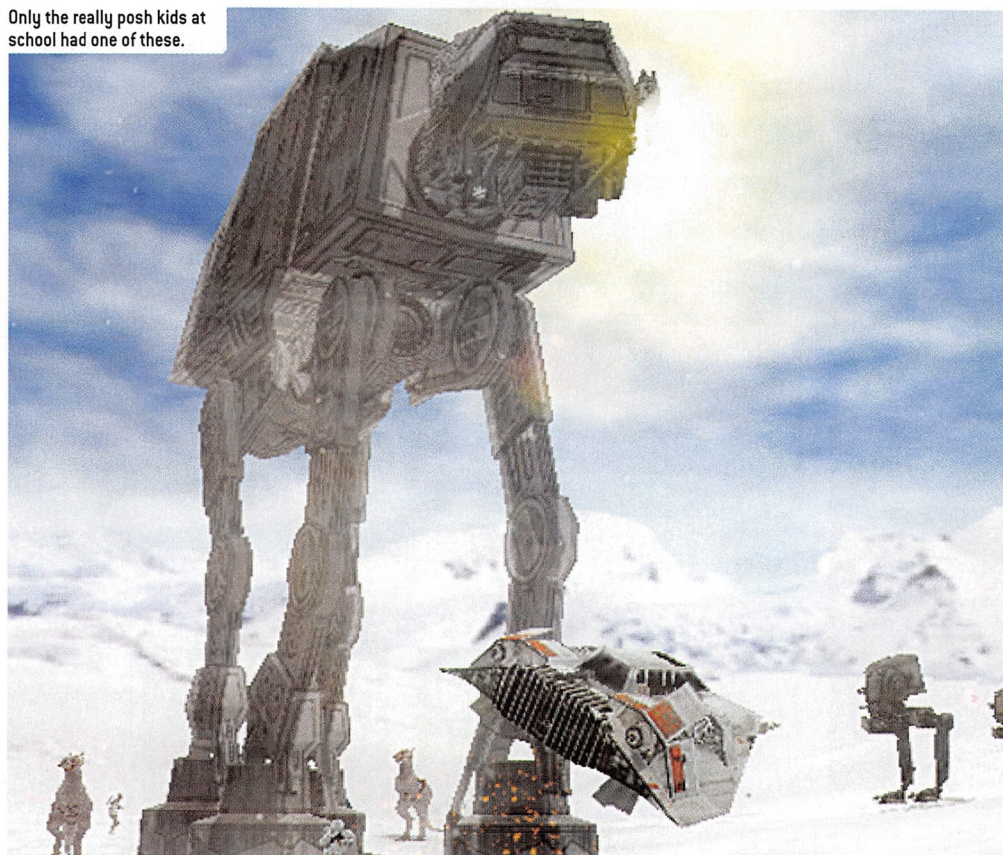
Only a couple of levels fall flat. The battle on Yavin 4, set between *Star Wars* and *The Empire Strikes Back*, proves that a) the game is better when you're fighting in more open spaces and b) that it isn't as good when you don't have lots of vehicles to choose from. Kamino, the planet where Obi-Wan fought Jango Fett in *Attack of the Clones*, can't fail to be atmospheric with all that rain and lightning, but its series of circular platforms where each command post is located funnels in the action until the level deteriorates into a sniper standoff on the narrow bridges connecting them.



It's difficult to successfully take a command post.



Only the really posh kids at school had one of these.



“The war on Geonosis is outstanding, with hundreds of Clone Troopers and arachnid-like droids clashing head-on.”

I HAVE YOU NOW

Regardless of which side you play on, the objective of each map is always to claim these command posts from the other team to stop their reinforcements from spawning in. Easier said than done. To gain control you must stand within a certain range of them until a meter slowly drains of your enemy's red colour to neutral white and then fills with your team's green colour instead – all while fighting off opponents who don't want to lose the post.

You'll find that some enemies will sneakily spawn in behind you at the last second just before control is lost, which is a little annoying when you've worked so hard to reach the command post. Still, that's

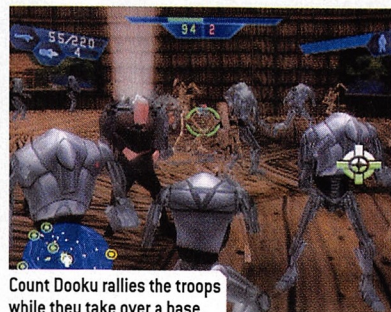


Run riot within the Gungans shield generator.

what teamwork and communication is for, and even in the single-player game you can give orders for troops to follow you and hold their position. Some maps also feature controllable neutral posts belonging to another faction, such as the Tuskan Raiders on Tatooine who'll kill both Rebels and Imperials. These are worth taking over too, because the more command posts you own, the more choice of spawn points you have when re-entering a battle. It's a way of letting you advance through the map.



Speeder Bikes are equipped with powerful laser guns.



Count Dooku rallies the troops while they take over a base.



Keep back while the AT-ST does its business.

TREMOR IN THE FORCE

On certain missions you're joined by powerful bonus characters who might just be familiar. Who better to have by your side in a siege on Mos Eisley than Darth Vader himself deflecting laser blasts with his Lightsaber and cutting everyone to shreds? There's also Count Dooku slashing away at Wookiees on their home planet of Kashyyyk and Mace Windu battling droids on Geonosis among other famous faces from the films. They do tend to tip the balance a little bit too much in your favour (and we've no idea why Vader would directly participate in a battle), but it's worth it just to hear Vader's heavy breathing if you get close enough.

These hero characters are better suited to the Galactic Conquest mode. The aim here is to conquer one planet at a time, with the winner choosing where to attack



Kamino is where the clone army was created.



Blast it to bits before it puts up a defensive shield.



142 troops plays 92 troops. Sorry, that'll be 91 now.

STAR WARS

BATTLEFRONT

SEPARATIST

COUNT DOOKU

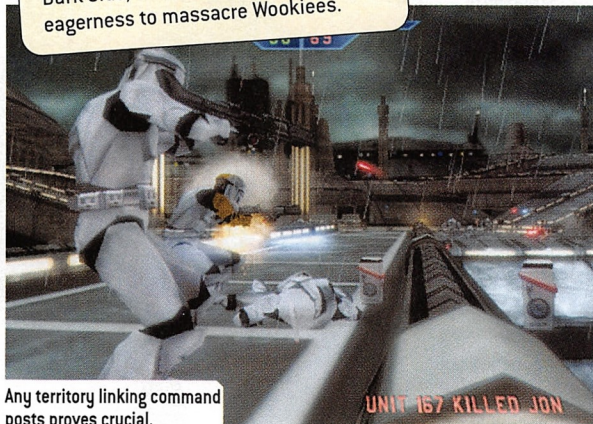
APPEARS ON

KASHYYYK

JEDI RATING

★★★★★

Betrayed the Republic to turn to the Dark Side, as shown here by his eagerness to massacre Wookiees.



Any territory linking command posts proves crucial.

UNIT 167 KILLED JON



Getting blown up by a grenade is the commonest death.

STAR WARS

BATTLEFRONT

REPUBLIC

MACE WINDU

APPEARS ON

GEONOSIS

JEDI RATING

★★★★★

After sitting on his arse in the Jedi Council, he finally picks up his Lightsaber to take on an army of droids.



Clear the gun placements first on Tatooine.

next. For every battle won you receive bonuses such as Vader's help on Tatooine. Four victories grants a special bonus such as the Death Star destroying a Rebel planet in one go. Like the Historical Campaign it's not quite as much fun playing on your own, but get two evenly matched teams going at it in multiplayer and you could be there all night as the number of conquered planets swings to and fro.

If we're being picky then the choice of units could have been a little more wide-ranging. At first glance it seems as if you're getting plenty, with four or five characters

to pick from for the Alliance, Imperial, Republic and Separatist factions. However, their weapons and skills are very similar, so all you really get is a standard grunt, a sniper, a heavy gunner and a pilot who doubles as an engineer. And unless you're working with networked mates, most are too limited to play as for a long time.

As a multiplayer game *Battlefront* is a perfect ten. Only the slightly hollow feeling you get from beating bots in the single-player game brings it down to a nine. It's telling that in the single-player game you can die immediately, sit out the rest of the mission and your team will still win without you. That aside, this is one of the best games of the year so far. The Force has finally returned to *Star Wars*.

/ JONATHAN TODD



Land craft are slow and cumbersome, but deadly.

PSW

VERDICT

UPPERS

Like watching the films

Pilot *Star Wars* vehicles

Superb sound effects

DOWNERS

Clone wars not as hot

You die a lot

Units very similar

GRAPHICS

Not too much detail is sacrificed

8

SOUNDS

Fantastic music and sound effects

10

GAMEPLAY

Great single-player, brilliant multiplayer

9

In both single-player and multiplayer mode *Battlefront* is a superb arcade shooter – by far the best *Star Wars* game on PS2 to date.



Cobra delivering a massive flaming kick. Nasty business.

That has to hurt. Really hurt. Not like stubbing your toe.



That was me. Sorry, I've been ill. Ooh, that's really bad.



It's all highly realistic. No, it is. We can do that. Honest.



I'm the god of fire and I bring you... Disco! Let's move!



There are huge extra weapons dotted about the levels. Blam.

MORTAL KOMBAT: DECEPTION

It's the bloodiest, most painful and most gruesome PS2 game ever made. And that's just the chess bit...

GAME DETAILS

PUBLISHER:	MIDWAY
DEVELOPER:	MIDWAY
OUT:	NOVEMBER
PLAYERS:	1-2
ONLINE:	YES

This is not a game for delicate or sensitive gamers. If your favourite game is say, *Barbie's Horse Adventure*, then it's probably best that you look away now. If the police were here now, they would've erected tape around the incident and be ushering people away with a calming, "Move along, move along, nothing to see here". But they would be lying.

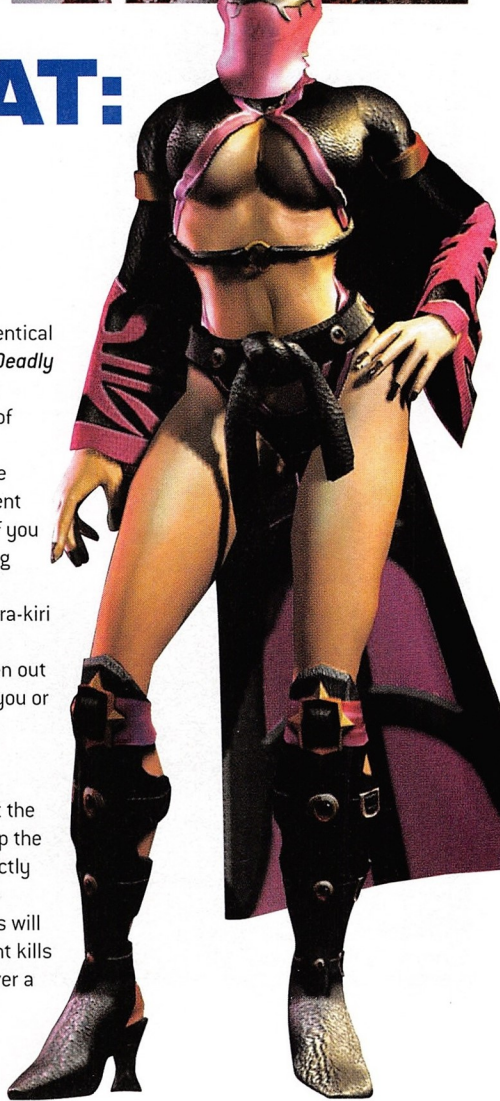
Mortal Kombat: Deception is full of blood and guts and gore and blood and filth and teeth and tusks and knives and axes and swords and blood. There are oddly coloured, obscenely busty women wearing outfits you could swallow without needing a glass of water and one of the characters can even kill you with a fart. This is not sophisticated entertainment. Drinking twelve tinnies of VB and eating a pie while wearing an old footy jersey tucked into your trakkies is like opera, fine wine and Shakespeare compared to the rough and tumble of *Mortal Kombat: Deception*.



The fighting system is basically identical to the previous title, *Mortal Kombat: Deadly Alliance*, the main differences during regular fights being the introduction of multiple fatalities and multi-tiered, interactive arenas. Now you can score instant kills by knocking your opponent into death traps and off ledges, and if you don't fancy being on the receiving end of one of the games new fatalities, you can commit hara-kiri and deny your opponent the pleasure of ripping your spleen out through your knee, spitting at you or something equally unpleasant.

MEAT PUPPETS

The multi-tiered stages are pretty but the instant kill concept doesn't really help the gameplay. Without both knowing exactly where the death traps are and being completely familiar with which moves will send your opponent into them, instant kills happen randomly, and random is never a



YOU PUT YOUR WHAT WHERE?

Konquest mode is a bit of a departure for fighting games. Here's how it works.



Multi level arenas in action. Oh and lots of dangling corpses.



Mortal Kombat chess? That's just the wrongest thing ever.



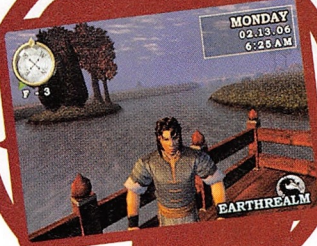
All the classic characters and moves make a reappearance.



Being punched on the beach by a drunk. Mortal Kombat: Ibiza.

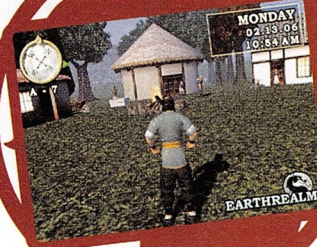
YOU RUN ABOUT

It's a free-roaming adventure so you're free to go where you please. There's a surprisingly big world to explore out there in your quest to please the Elder Gods.



YOU FIGHT A MAN

You learn new moves from teachers, become familiar with every fighting style in the game and pick up new tricks and tactics. All very useful when it comes to duffing people up.



YOU COLLECT COINS

There are about a billion unlockable things in the Krypt – production stills, extra costumes, characters, levels. To get your hands on them you need coins. This is where you find them.

good thing when it comes to fighting games. Completely dominating your opponent only to lose on the basis of one lucky hit is frustrating to the point of pulling out a knife and cutting off your own head.

While the fighting hasn't moved on very far, there's plenty to do besides punching people in the throat. The new Puzzle Kombat mode is a carbon copy of Capcom's brilliant *Puzzle Fighter* game. And Chess Kombat is basically, well, chess, but with special moves and added violence. While Chess Kombat seems needlessly complex and almost wilfully bizarre, Puzzle Kombat is a joy, mostly because it's a direct copy of an established and quite brilliant game. Seeing all the *Mortal Kombat* regulars, drawn in super deformed style, duking it out at the bottom of the screen is a charming touch. Well, if a demon cracking a bloke's head open with an axe can be considered charming, that is.

TREASURE HUNT

The Konquest mode is also new and invites you to take on a quest to discover some strangely named ancient artefact, learning new fighting skills along the way. It's a pretty basic affair, mostly consisting of running vast distances trying to find coins, or talking to villagers and suchlike in ponderous cut-scenes. It'll

take a fair old while to complete and links in with the online mode, but it's just too simple and half-hearted to really grab the attention. A brave direction for the fighting series but it needs more work if it's going to be truly enjoyable.

Overall, *Mortal Kombat*:

Deception is fun and there's a lifetime of stuff to do, especially online. But sadly, despite all that, the basic fighting engine has barely changed and is just too imprecise to make this worth playing for anyone except those seeking the simplest of experiences. Sure,

you can have a great laugh with the over-the-top goretacular madness, but the instant kills, lack of balance and vague, woolly feeling all conspire to slip this way down the list of fighting greats. There are some incredible fighting games on the PS2. Online or not, this really isn't one of them.

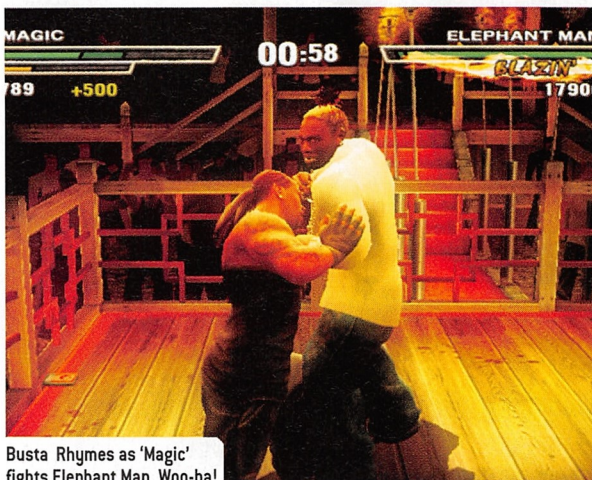
/ MARK SORRELL



PSW VERDICT	
UPPERS	DOWNERS
➤ Amusingly stupid	➤ Random deaths
➤ Lots to see and do	➤ Dodgy fighting
➤ Simple to play	➤ Few innovations
GRAPHICS	Above average and blood-caked
SOUNDS	Comical voice acting
GAMEPLAY	Basic fun but very frustrating

Simple fighting padded out with daft mini-games results in a lack of focus. The gameplay needs a lot of polish, but it's fun in a brutal way.

8
5
7



Busta Rhymes as 'Magic' fights Elephant Man. Woo-ha!

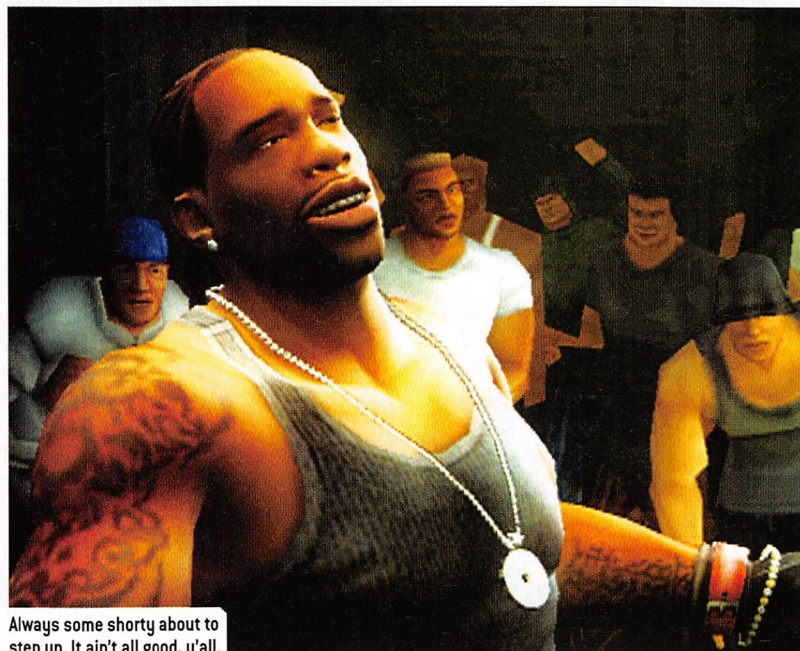
Fill your blazin' bar and gain access to some mad moves.



Every ring is glorious looking, however grimy and nasty.



Four-player mode's fun for a while, but a bit random.



Always some shorty about to step up. It ain't all good, y'all.

DEF JAM FIGHT FOR NY

Step up to one of the best looking and tightest fighting games we've ever had the pleasure to play. And all with a knock-out dose of gangsta style, too.

GAME DETAILS

PUBLISHER:	EA
DEVELOPER:	EA
OUT:	NOVEMBER
PLAYERS:	1-4
ONLINE:	NO

If you had to design a game that put together every Daily Telegraph cliché about the 'youth of today', you might end up with something like *Fight For NY*. It's got hip-hop, violence, sex, swearing, beats, money, and yet more violence. We doubt the Telegraph would agree with us when we tell you it's a great game though.

Nominally set in New York, the game actually takes place in a parallel universe where everything is cool. Rappers are suddenly harder than The Rock instead of whining, neurotic entertainers. Likewise, Ice T has the physique of a twenty-two year

old lumberjack, and you are an aspiring brawler ready to go head to head with a whole crew of hip-hop stars. It's a seductive wish-fulfilment fantasy, a bit like one of those dreams in which you're having tea with Kate Beckinsale while the Queen serves you biscuits.

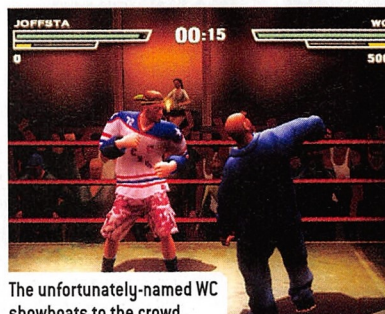
Two-thirds wrestler, one third beat 'em up, *Fight For NY* lets you select one of five fighting styles from Streetfighting, Wrestling, Kickboxing, Martial Arts and Submissions. It's a sign of how expansive and generous the game is that it lets you choose two more as you progress, in order

to broaden your style. Hardcore punk superstar Henry Rollins is your personal trainer – that's how crazy this is. There's even a healthy dose of swearing, which shocked us mildly, considering that *Fight for NY* comes from the usually mild Electronic Arts stable. But that's also why it's so good – rappers are recognisable, moves are pleasingly over the top without becoming cartoonish, and the ghetto style is more than skin deep for once.

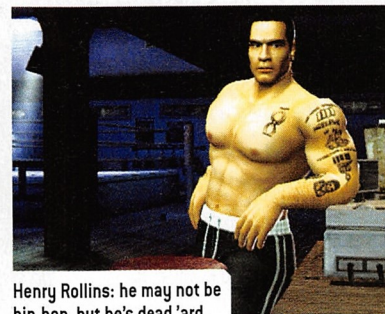
DO YOU KNOW WHO I AM?

In total, there are 40 artists from the Def Jam roster, many of which bring their own music with them. Oh, we mentioned that there was sex, didn't we? Well, Li'l Kim and Carmen Electra are there to unlock, and you can play them in cat-fights against your current squeeze to make them your girlfriend. It's actually less of a big deal than it was in the first *Def Jam* game, which is ever so slightly odd. Still, the regular fighting's so much fun you might not notice.

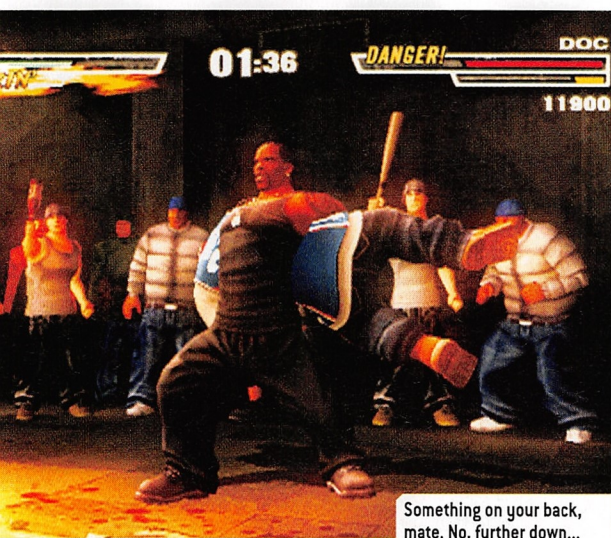
Matches work like this: you can either



The unfortunately-named WC showboats to the crowd.



Henry Rollins: he may not be hip-hop, but he's dead 'ard.



Something on your back, mate. No, further down...



Sean Paul's one of the more unlikely combatants.

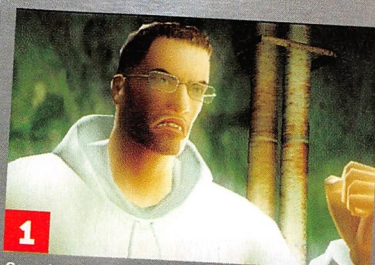
punch, kick or grapple your opponent. Hitting them will eventually knock them down, but the only way to inflict serious damage is to grab them and smash them into something. Once they're worn out, you'll need to pull a special move to finish them off. But fighters recover fast, so it's not surprising to find yourself grunting out loud as you miss your window of opportunity. Chuck in weapons, loads of environment-specific brutality and amazing finishing moves, and you've got an impressive brawler. One-on-one fighting's so well structured, you'll actually be annoyed when a four-player match comes along, because they're much more hit and miss.



The rival crew out to whup your sorry ass in the ring.

Gimmie that bling!

Watch as digi-Joff earns himself some dosh and buys some stylin' clothes. And then ends up looking like a twatmonkey.



1

Starting out as a low-life, Joff looks a lot like he does in the real world. Except, you know, hard and cool and not as ugly.



2

After winning some cash, the chinmaster experiments with buying a few new items of clothing. Still got the receipt, have you?



3

Now he's a playa, Joff has unlocked tattoos, watches and better gear. Not sure about the dreads, but hey.



4

Having kicked serial ass, our hero is fully blingin'. Best of all, how you dress is how you appear in the ring, to the last detail.

"It's the gaming equivalent of Busta Rhymes – it may look loud and scary but it's actually all about the over-the-top laughs."

ALL ABOUT THE BENJAMINS

Play *Fight for New York* for a bit and you'll be struck by how generous it is. Beating an opponent may be tough, but once you've done it you'll be rewarded with money, development points to spend on buying new moves, plus a barrage of text and voice messages from your rapper friends. Every time too, not just for the big fights, meaning you're always anxious to progress. There are lots of clothes to buy, plus tattoos, an endless range of haircuts and hair colours, and of course 'bling' jewellery too. Cleverly, money buys you stuff and development points buy you, well, development. So you

never have to sacrifice improving your stats to get that wicked new jacket.

The funny thing about *Fight for New York* is that, underneath all the bravado, it's as welcoming and charming as a game could be. No guns, no drugs, no death and no real crime – nobody really gets hurt and you're never even penalised for losing a match. It's the gaming equivalent of Busta Rhymes – it may look loud and scary, but it's actually all about the over-the-top laughs. This one comes fully recommended.

/ JOFF BROWN

PSW VERDICT

UPPERS

- Looks the shiz
- Plays damnably well
- Kick Sean Paul's ass

DOWNERS

- Gangsta style may annoy
- More cat-fights needed
- Gets hard pretty soon

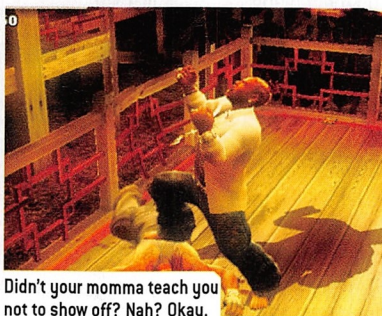
GRAPHICS Smooth, glowing and utterly over the top **9**

SOUNDS 'Momma said knock you out!' Get in! **9**

GAMEPLAY A sturdy fighter at heart, wrapped in bling **8**

You don't have to like rap or wrestling to get a hell of a lot out of this. One of the most complete and exhilarating games we've played.

9

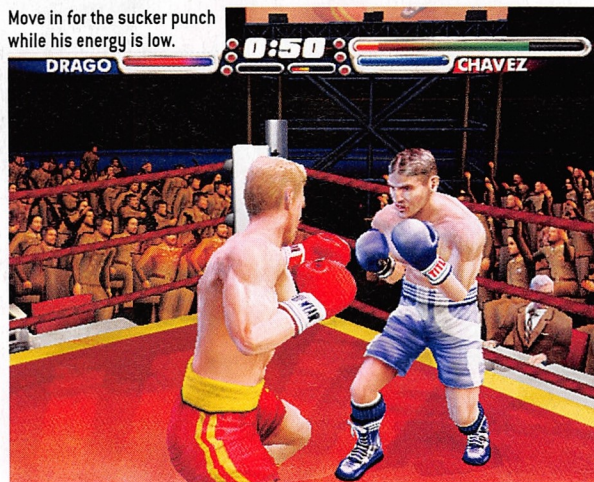


Didn't your momma teach you not to show off? Nah? Okay.

Spruts of blood and sweat accompany every blow.



Move in for the sucker punch while his energy is low.



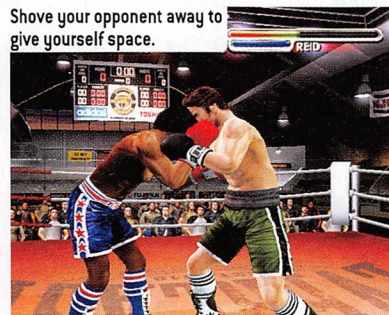
The bruising and scarring looks suitably disgusting.



Press the right button quickly during target mitt practice.



Shove your opponent away to give yourself space.



ROCKY LEGENDS

The big lunk comes out of retirement yet again for one final shot at the title. And this time he's brought his most famous rivals with him. Seconds out...

GAME DETAILS

PUBLISHER: UBISOFT
DEVELOPER: VENOM GAMES
OUT: NOW
PLAYERS: 1-2
ONLINE: NO

EA's *Fight Night 2004* was always going to be a hard act to follow. With its revolutionary and intuitive analogue controls and superb facial deformation system, it delivered a knockout blow to other prime boxing contenders.

Rocky Legends makes a pretty good, ahem, fist of things too though. This time you can play as either Rocky, Apollo Creed, Clubber Lang or Ivan Drago from the start of the Career mode instead of having to defeat them to unlock them. Each boxer begins with an amateur contest in a run-down location and if you win this you get signed up and can start moving up the ranking ladder till you're world champ.

Three higher-ranked opponents are available to fight at any one time, with the number of months next to them indicating how many training mini-games you get to play beforehand to improve your boxer's skills. These work in a similar way to the mini-games in *Fight Night 2004*, and are mostly based around pressing different combinations of buttons when prompted. Some are as basic as tapping two buttons

as fast as possible, but most require a lot of skill and timing in order to rack up the points. As with *Fight Night 2004*, we'd prefer to have seen a playable tutorial that shows you *when* to throw a particular punch and not just *how*.

KEEP YOUR HANDS UP

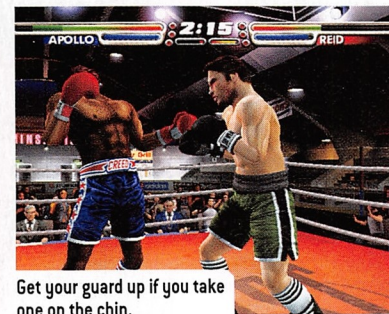
It's in the ring where *Rocky Legends* fails to land as many knockout blows, with many of the first game's flaws resurfacing and almost causing us to throw in the towel. Opponents are still a bit rubbish at ducking out of the way of punches and keeping

their guard up, and even when they do you can break through their defences pretty easily by throwing the same punch again and again. Sitting back and picking off your opponent doesn't really figure.

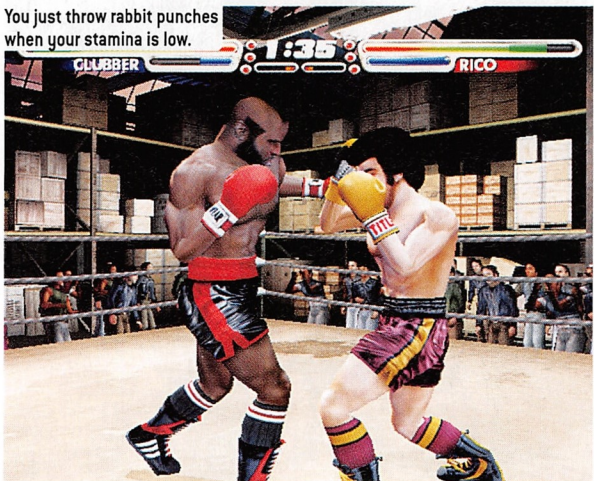
They're also very slow to recover from a punch, so if you time it right you can keep hitting them during their recovery. We also found that dashing sideways to avoid a blow causes opponents to lose their bearings, allowing you to throw a super punch that lands every time while they take a few seconds to right themselves. We suspect this isn't the only 'cheat' move in



Fury mode speeds up punches when your energy's low.

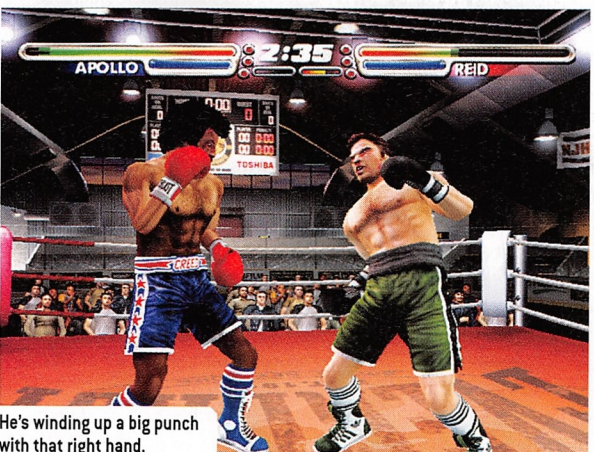


Get your guard up if you take one on the chin.



the game that can be employed.

Following *Fight Night 2004*'s superb use of the analogue sticks to throw punches and defend with, it's surprising that *Rocky Legends* sticks with buttons. Even more surprising is that the old-fashioned control system holds up. By holding L1 and pressing one of the face buttons and/or a directional button you can bob, weave, duck, lean, dash and throw high or low punches, hooks or uppercuts. There's a lot to remember and some of the combos are quite fiddly to execute at first, but you can just about get away with surviving most brawls by learning the basics and one or two of the more powerful moves.



EYE OF THE TIGER

Each boxer has his own unique training mini-game to master.



ROCKY BALBOA

SKIPPING: Press the right buttons as they pass through the circle. Holding L1 speeds up the skipping and triggers button combos for more points.

JUDGES DECISION: 12 rounds of pain.



APOLLO CREED

SPARRING: Land as many combos as you can in 'attack' mode and then stay within the coloured area when you switch to 'defence' mode.

JUDGES DECISION: Rock-hard.



CLUBBER LANG

CHIN UP: Tap X and Circle to raise yourself above the top guide bar and time pressing Square when the slider passes over the bottom guide.

JUDGES DECISION: Harder than Mr T.



IVAN DRAGO

SQUAT PUSH: Alternately hold L1 and R1 to get your legs pumping and release each button as close to the white bar as possible.

JUDGES DECISION: First round K.O.



"The fights are more like brawls and lack the subtlety of real boxing, which at least fits in with the style of the films."

THE SWELLING WON'T GO DOWN

Graphically, it's all a bit hit-and-miss. The character models are nice and chunky, but they come with oversized heads that make them look a bit comical. The sound fares better, with a nice touch being the use of music from the original films when one boxer is about to get knocked out. It's just a pity that the voice acting for the four fighters sounds like one of those really bad impressions of Sylvester Stallone and Mr. T your mate does down the pub after a few too many Coronas.

Ultimately, *Rocky Legends* puts up a pretty good fight, but just can't quite go the

distance with *Fight Night 2004*. The fights are more like brawls and lack the subtlety of real boxing, which at least fits in with the style of the films. But any fighting game that lets you win by using a couple of moves, and which is also open to 'cheat' moves isn't really doing its job. We like the training mini-games though and some of the extra modes do make up for the ease with which you'll breeze through the four fighters' careers. It's a game for *Rocky* fans rather than boxing fans.

/ JONATHAN TODD

PSW VERDICT	
UPPERS	DOWNERS
➤ Good control system	➤ Career mode too short
➤ Nice face-mashing	➤ Not much skill needed
➤ Training mini-games	➤ Ordinary graphics
GRAPHICS	Exaggerated characters with big heads 6
SOUNDS	Music from the films and realistic thuds 7
GAMEPLAY	Not very subtle and a bit easy 7
Instead of really pushing the action forward, <i>Rocky Legends</i> is content to just go, well, sideways, with more heroes but less ideas.	

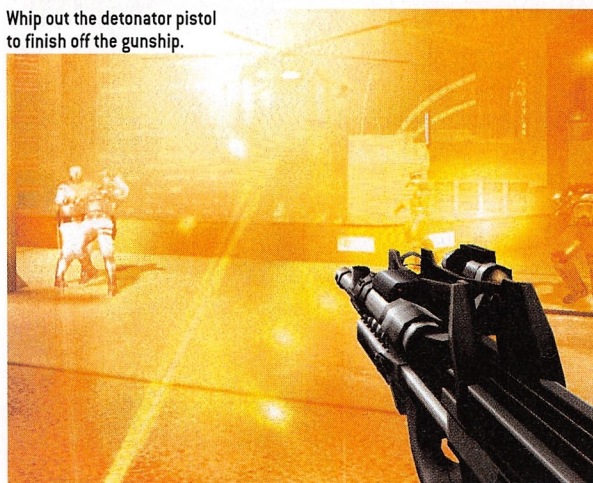


REVIEWS

It takes time to reload the shotgun, so best use two at once.



Whip out the detonator pistol to finish off the gunship.



Combine a simple revolver with a heavier machinegun.



The heavy assault rifle has a scope so you can zoom in.



Bond villains aren't bothered about sacrificing team-mates.



GOLDENEYE: ROGUE AGENT

Can a Bond-free 007 game work? What's that about a golden eye? And will the original GoldenEye ever be bettered? The answers will leave you shaken and stirred.

GAME DETAILS

PUBLISHER:	EA
DEVELOPER:	EA
OUT:	NOVEMBER
PLAYERS:	1-8
ONLINE:	YES

Everyone harbours a secret desire to play the bad guy. They get all the best lines, all the cool clothes and all the swank girls hanging off their arms. But in the Bond universe it's different; 007 is the guy with the gags, the gear and the gals. Let's face it: you'd rather be suave James Bond than wonky-eyed Ernst Blofeld.

So it's something of a risk to have a James Bond game without the secret agent anywhere in sight. It's paid off handsomely though. You're still shooting baddies (albeit

villains fighting for a different evil cause to yourself), the golden eye of the title that your rogue agent character is fitted with supplies the requisite gadgets, and you're still surrounded by a bevy of beauties.

No problems with GoldenEye feeling like it belongs in the Bond universe then, but can it live up to its predecessor, rightly regarded as one of the best single-player and multiplayer shooters ever? Well, they've made a pretty good fist of it. The rather silly plot about a power struggle between Goldfinger and Dr. No never gets in the way of using your gadgets and weapons to clear areas full of smart enemies, which is what this game is doggedly all about.

CALL THE SHOTS

Enemies are intelligent enough to verbally react to your actions, as well as do things like find cover and swap positions with their team-mates. Activate the shield using your golden eye and you'll hear one tell the rest about what you're up to. Wield two guns at

once and an enemy will shout out a warning that you're packing dual weapons. Duck behind some crates and an enemy will blow your cover. It's incredibly involving and makes the routine task of killing every enemy in a room before you're allowed to move on that little bit different every time.

It's the weapons that make GoldenEye though. Any two of the light one-handed weapons can be wielded at once, meaning there are dozens of combinations. Some work better than others, for example slowing an enemy with the poison injector before blowing them away with a shotgun, but the fun is in experimenting. And in the case of the detonator pistol that fires a sticky explosive projectile and the OMEN rifle that vaporises anything in its path, there's plenty of scope for some extreme destruction.

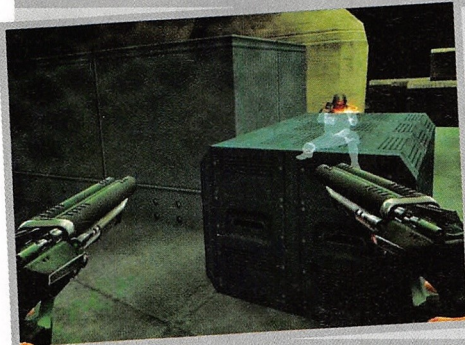
Being an ex-secret agent, your character is pretty handy at melee combat too. After stunning an enemy with the butt of your gun, you have the option to either finish him



Heavy weapons slow you down and you can't use two at once.

THE EYE HAS IT

Goldfinger fits your new eye with multiple gadgets.



MRI VISION

This lets you look through multiple solid objects to see the outline of any enemies.
Combine with: The railgun can shoot through walls, so it's the perfect complement.



EM HACK

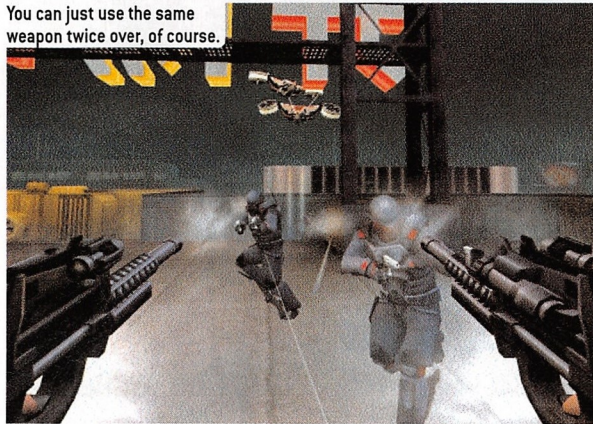
Malfunctions an enemy's weapon, or manipulates the environment to create a deathtrap.
Combine with: Doesn't matter. Once an enemy is disarmed you can take your pick.



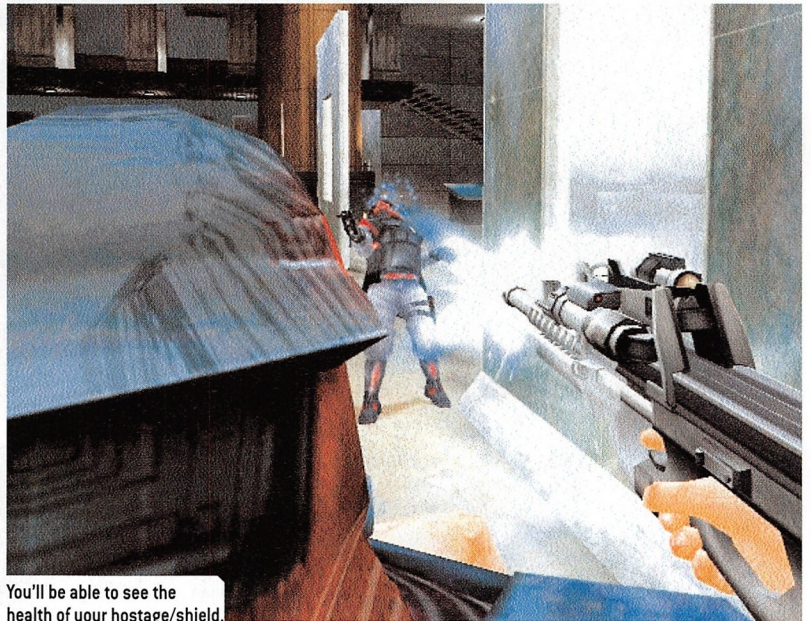
MAGNETIC FIELD

Sends an electromagnetic pulse blast that stuns an enemy for a few seconds.
Combine with: Send a burst of machinegun fire before he has a chance to recover.

You can just use the same weapon twice over, of course.



Smack him with the butt of your gun and then grab him.



You'll be able to see the health of your hostage/shield.

"The rather silly plot never gets in the way of using your gadgets and weapons to clear areas full of smart enemies."

Scaramanga's Funhouse from *The Man With the Golden Gun* and the Egyptian Pyramids from *The Spy Who Loved Me* among others. Just to make things more interesting, each one features deathtraps that you can activate by flipping switches, such as trap doors on the Golden Gate Bridge and Al Capone's Tommy gun in the Funhouse.

GoldenEye: Rogue Agent is just great fun to play. No more, no less. It won't change your life and it certainly won't have the same influence or impact as its predecessor, but everything about the game smells of polish. And the fact that it looks and feels like a Bond game makes you overlook how it's content to take the best bits from other first-person shooters rather than

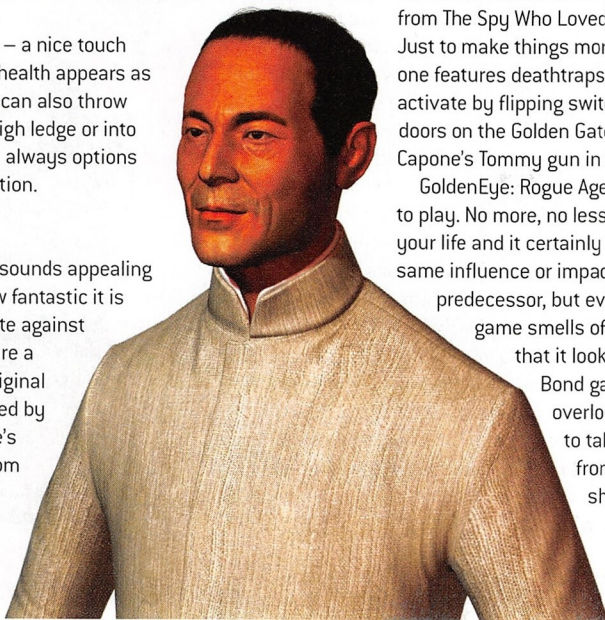
ploughing its own furrow. That said, the weapon combos and golden eye abilities give the game infinite appeal. Mission accomplished.

/ Jonathan Todd

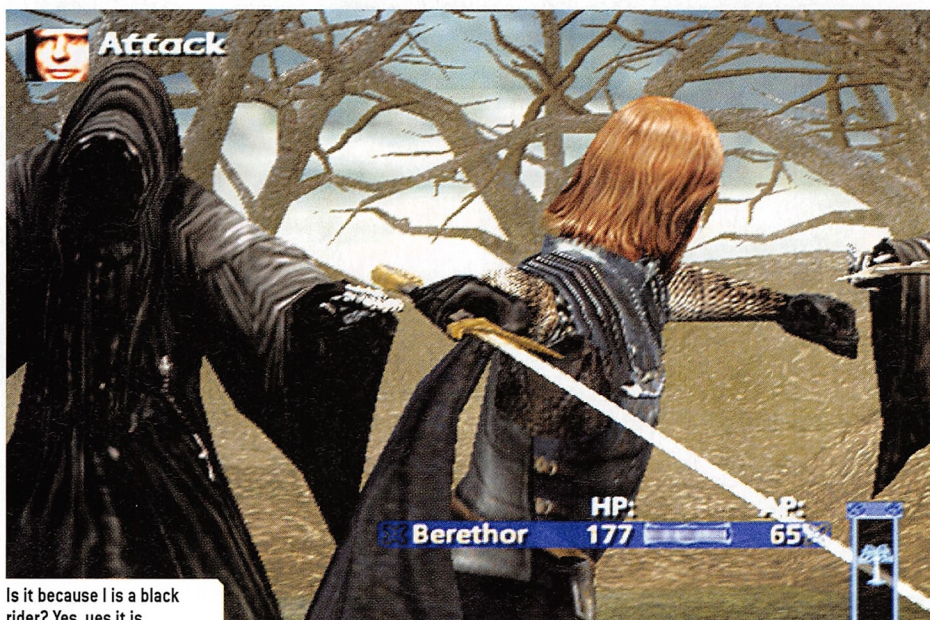
off or use him as a shield – a nice touch being that his remaining health appears as your shield indicator. You can also throw him to the ground, off a high ledge or into another enemy. There are always options for dealing with any situation.

LICENSE TO KILL

If the single-player game sounds appealing then you can imagine how fantastic it is to team up with or compete against other players. The maps are a mixture of a handful of original designs and plenty inspired by the Bond movies, so there's the Golden Gate Bridge from *A View To A Kill*,



PSW VERDICT	
UPPERS	DOWNERS
➤ Combining weapons	➤ Daft plot
➤ Intelligent enemies	➤ Doesn't break new ground
➤ Brilliant multiplayer game	➤ Only four golden eye abilities
GRAPHICS	Solid, if unspectacular
SOUNDS	Deafening gunfire and good enemy banter
GAMEPLAY	Plenty of ways to go about killing
A very enjoyable and straightforward shoot 'em up that's given more substance than most thanks to its dual weapons system and cunning enemies. It's retro in a good way.	
8	



Is it because I is a black rider? Yes, yes it is.

Add slightly ridiculous armour to take on harder enemies.



Uruk-Hai are deadlier than your average gobbo.



Those king statues are making rude signs behind your back.



Go on! Bite his kneecaps! Tickle his ankles! Short-arse.



Your team disappear when you're trotting about.

THE LORD OF THE RINGS: THE THIRD AGE

Grab your halberd, your cracked elfstone of shadow warding, your greaves and your dwarven pauldrons; it's time for another dose of *The Lord of the Rings*.

GAME DETAILS

PUBLISHER: EA
DEVELOPER: EA
OUT: NOVEMBER
PLAYERS: 1-2
ONLINE: NO

It had to happen. They've finally gone and made a *Lord of the Rings* role-playing game in all its turn-based, levelling-up, goblin-bashing glory. Think *Final Fantasy X*, only with more mud and less magic. Because the *Third Age* stays close to the letter of Tolkien's world, but in doing so loses a lot of the spirit.

The Third Age takes Tolkien's cut and paste patchwork 'realms' and pushes it to extremes. One minute you're dashing through verdant elf-filled forests, the next you've turned a corner into the snowy heights. It's like wandering round a *Lord of the Rings* theme park. An empty one, because in the grand tradition of really annoying adventure titles, your whole party's represented by one character except in fights, and there's very nearly nobody to meet. Things liven up considerably in the turn-based battles, where the attacks are all perfectly animated and even the weakest character has insane magical abilities.

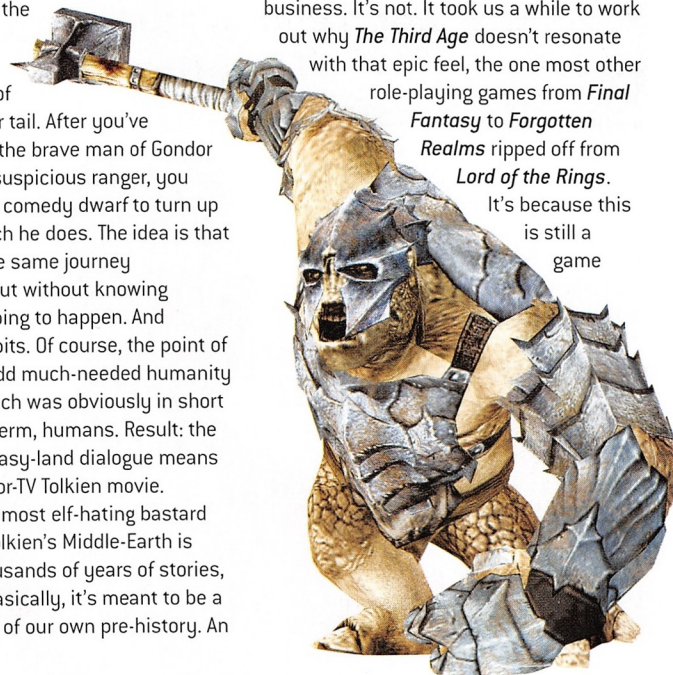
BORED OF THE RINGS

You don't play as the Fellowship themselves, but as a rag-tag bag of also-rans on their tail. After you've met the elf-lady, the brave man of Gondor and the slightly suspicious ranger, you keep expecting a comedy dwarf to turn up any minute. Which he does. The idea is that you can relive the same journey geographically, but without knowing exactly what's going to happen. And without any hobbits. Of course, the point of hobbits was to add much-needed humanity to the series, which was obviously in short supply from the, erm, humans. Result: the pseudo-epic fantasy-land dialogue means it's like a made-for-TV Tolkien movie.

Now, even the most elf-hating bastard will admit that Tolkien's Middle-Earth is pretty deep. Thousands of years of stories, loads of races; basically, it's meant to be a mythical version of our own pre-history. An

role-playing game set here should be the business. It's not. It took us a while to work out why *The Third Age* doesn't resonate with that epic feel, the one most other role-playing games from *Final Fantasy* to *Forgotten Realms* ripped off from *Lord of the Rings*.

It's because this is still a game





Characters specialise in magic, combat or ranged attacks.



"They'll be back soon, and in greater numbers."



Action points are used to trigger special attacks.



They're not wolves. They're wargs, which sounds scarier.



Even the smallest goblin can deal magical blows.

The Old Rules of Role Playing

Does *The Third Age* stick to the time-honoured traditions of the role-playing game?

- There must be a weak, magic-using female character ☒
- You must fight different-coloured versions of the same enemy ☒
- Magic attacks must be bewilderingly overdone ☒
- There must be a shoppe, preferably a tavern too ☒
- There must be gold pieces. For the shoppe! ☒
- There must be a dwarf. And he must be doughty ☒
- Someone's been strewing endless goody-filled chests about ☒
- There must be a village of cutesy folk repeating one line each ☒
- Jewellery inexplicably makes ye invulnerable to axes ☒

The goblins' looks of glee are terrible to behold.



"When it comes to *The Lord of the Rings*, good enough just isn't good enough any more."

based on the films, not the books. In other words, you've seen all the movie footage before, and even Ian McKellen sounds bored in his newly-recorded soundbite voiceovers. And RPG fans are in for a bit of a let-down too – the goblins that assail you aren't that varied, and their over-the-top attacks pall after a while.

YOU SHALL NOT PASS GO

Part of the fun of playing through a gigantic adventure is to see where you end up next. But once you know that you're following just behind the fabled Fellowship (you even get to see a map with your future linear journey on it from the start) a lot of that exploratory thrill disappears. This time, by not messing with the Peter Jackson-inspired formula, *The Third Age* actually

manages to bore us rather than inspire. Yes, it ticks the boxes marked 'licensed voices', 'correct look' and even 'theme tune', but it all feels so uninspired and well-behaved that they might as well not have bothered. This is brand extension rather than imagination.

We'd have loved a game that truly let you explore Middle-Earth – yes, we are that sad sometimes – but this isn't really it. You're left with playing a game that feels vaguely like chewing an endless pile of

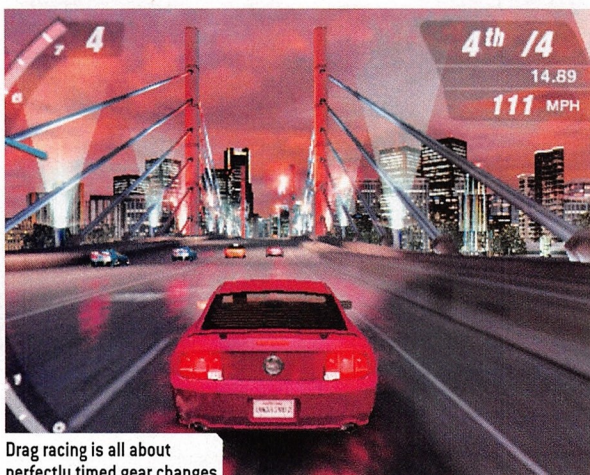
cream crackers. The cream crackers of vaguely interesting turn-based combat, interspersed with the odd sultana of story and the out-of-date marshmallow of film footage. Now, technically, *The Third Age* is a good enough role-playing title. But when it comes to *The Lord of the Rings*, good enough just ain't good enough any more. Shame, because the potential was there.

/ JOFF BROWN



This ranger is a kind of Aragorn-lite character.

PSW VERDICT	
UPPERS	DOWNERS
➤ It's kind of <i>Rings</i> -y	➤ Shallow for an RPG
➤ Enemies look cool	➤ Morbidly traditional
➤ Battles are involving	➤ Unsatisfyingly short
GRAPHICS	Some nice set pieces, but empty 7
SOUNDS	Annoying acting, repetitive themes 6
GAMEPLAY	Turn-based battles and endless wandering 5
A lot more depth and charm is needed for this under-fed title. Tolkien must be revolving in his grave at doner-kebab speed.	
6	



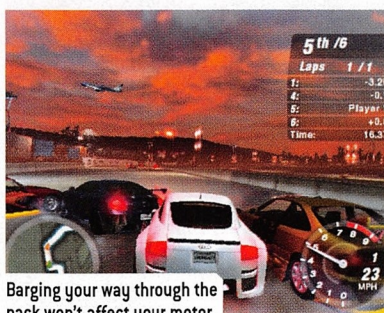
Drag racing is all about perfectly timed gear changes.



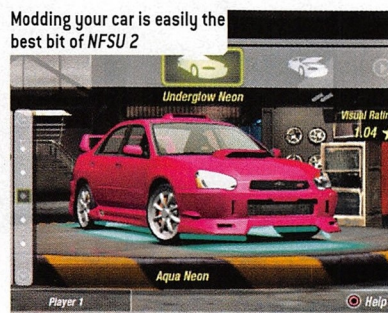
Crashes are seriously weedy compared to *Burnout 3*.



Not only is the game dark but the weather's pretty crap too.



Barging your way through the pack won't affect your motor.



Modding your car is easily the best bit of *NFSU 2*

NEED FOR SPEED UNDERGROUND 2

The sequel to last year's massively successful car modding game – now with extra mufflers.

GAME DETAILS

PUBLISHER:	EA
DEVELOPER:	EA
OUT:	NOW
PLAYERS:	1-6
ONLINE:	YES

Last year's *Need for Speed Underground* wasn't really anything special in the driving department, yet it sold more copies than any other racing game. Why? Simply because it was the first game to seriously capitalise on car modding mania.

Sunday afternoon was no longer the sole preserve of doughnut competitions outside Halfords or endless alloy-polishing. No, with *NFSU* the day could be more usefully spent turning dull 'dad' cars into growling, carbon fibre-clad beasts – all from the comfort of a

cheap, imitation leather sofa. Now the modding masterclass is back and it's a whole lot bigger. But better? Hmm...

SUPER-SIZED CITY

NFSU2 takes place in a very large, sprawling city. A very large, sprawling city with absolutely nothing going on in it. Aside from a few hidden bonus icons there's no real purpose to this super-sized, confusing metropolis. Dotted throughout the city are races. The aim is to drive across town to each one and take up the challenge. Why couldn't we just have a list of races to enter from a simple in-game menu? No, that would've been far too easy. Instead, what we have is a tediously dull trawl through empty streets between every encounter. Prepare to get lost, bored and supremely hacked off on a far too regular basis. But hey, at least there's a race at the end of all your woes.



Disgustingly loud colours go down well with the homies.



ABSOLUTE MODDNESS

Sometimes it's what's on the outside that really counts.

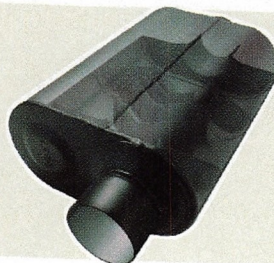
GO FASTER STRIPES

Go slower, more like. If you want people to notice your garish car decorations then you need to roll through town in second gear. Hey, you might even pull. She'll be a dungaree-wearing grease monkey and the only knob she'll have ever felt is on the end of a gear stick. But she'll dig your horsepower.



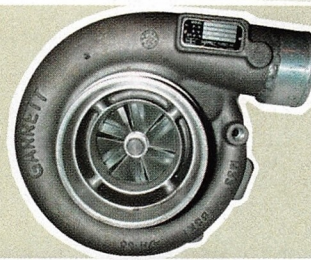
MUFFLERS

Apparently your car's performance can be significantly increased with one of these. "Yeah, whatever. Just give me the loudest bad boy you've got." The sign of a first class muffler is the inability to have children because your balls have been vibrating like a power-drill for the last six months.



TURBO CHARGER

On a Subaru Impreza it gives you the extra power needed to win the World Rally Championship. On a Vauxhall Corsa it gives you the extra power needed to get out of the slow lane. It's the sexiest sound on the street and will draw gasps of admiration from miles around... until they see your car.



Make sure your underglow lighting clashes horribly.



Locals like to check out your ride before you mangle it.

POINT AND SHOOT

Any depth and subtlety in the handling department has been ditched in favour of arcade simplicity; point the cars in the right direction and that's exactly where they'll go. Job done. It's just a bit disconcerting that the steering feels so loose though – be prepared to overcompensate wildly.

Races are broken up into blasts along neon-lit city streets, dedicated racing circuits, claustrophobically tight tracks and car drifting skidpans. But the veritable feast of racing variety is rendered tiresomely unspectacular by some of the duller track design we've ever seen. Successive hairpin bends and right angled turns ruin the flow of races, and there's a serious dearth of exhilarating sections begging to be driven.

"The veritable feast of racing variety is rendered tiresomely unspectacular by some of the duller track design we've ever seen."

Races feel more like a monotonous chore than a speed thrill, purely because the tracks fail to inspire exciting burn-ups.

It's only in the modding department that *NFSU2* appears to have really moved forward. If it's fluorescent paint jobs, bone-shaking mufflers and huge, flapping spoilers that you crave then *NFSU2* doesn't disappoint. There's nothing radically new under the bonnet, just more of everything. It's amazing how a set of neon underglow lights can turn from being something you'd deride if you saw them glowing along the M1 in real life, into something you're just gagging to add to your digital ride here. It's the hook you need to entice you to toil away

through race after race, desperate to unlock the thousands of accessories that will transform your motor.

The tinkering doesn't stop there. Now you can take your motor to the local test track and perform all manner of tests on it. The result is a mountain of graphs, charts and tables that'll tell you exactly what your monstrously powerful creation is capable of. It's just a shame that once you've lavished so much love and attention on your mean machine there's very little fun to be had with it.

/ RICHARD MELVILLE



Recreate that council estate chic with Vauxhall Corsas.



Turn a boring school-run car into a garish, glowing beast.

PSW VERDICT

UPPERS

- Re-designing cars
- 1000s of car parts
- Funky spray jobs

DOWNERS

- Terrible tracks
- Pointlessly big city
- Hairpin bends galore

GRAPHICS Nice cars but it's all still a bit too dark

SOUNDS Sexy car sounds, good selection of music

GAMEPLAY Disappointing handling and dull tracks

Don't be fooled into thinking this is a *Redline* reader's wet dream. While doing up cars is lots of fun, actually racing them is incredibly dull.

6

It's another Premiership battle of the mid-table bruisers.



Rooney's just as ugly in the game as he is in real life.



It's not quite as easy to score from corners now.



It's all kicking off inside the box now. Watch those elbows!

Cisse changes his hairstyle more than Becks does.



Figo – not the player he used to be, but still good in PES 4.



At least Mr 'Goldenballs' can still curl his free-kicks in.

PRO EVOLUTION SOCCER 4

We already knew it was going to be good, but we never reckoned on it being quite this good. Say 'hello' and 'welcome back' to your new best friend on PlayStation2.

GAME DETAILS

PUBLISHER: KONAMI
DEVELOPER: KONAMI
OUT: NOW
PLAYERS: 1-4
ONLINE: NO

We've been playing *PES 4* non-stop since it arrived in the office and loving every single second of it. However, it wasn't until we had a nostalgic bash on *PES 3* that we realised just how supremely good it really is. It's like pitting Don Howe's double-winning Arsenal side of '71 against Wenger's unbeaten entertainers of '04. What was considered brilliance in its day is now little more than a fond memory. Once you've tasted *PES 4*'s tantalising delights there's just no going back.

Nearly everything that slightly irked us about the greatest football game ever made

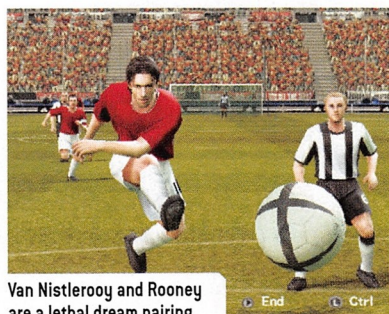
has been eradicated, while everything else has been transformed into a diamond-encrusted slice of footballing heaven. Most notable is the long overdue re-introduction of the glorious through-ball.

JUMPERS FOR GOALPOSTS

Yes, it's always been there, waiting behind that triangle button, begging to be unleashed, but its usefulness has been almost non-existent since first appearing on PSone. Defenders would almost always read your intentions before you even pressed the button, and even when they didn't the pass would all too often carry straight into the keepers grateful arms. In the end we all but gave up ruining good positions with a wasteful through-ball. Now its effectiveness has been restored it's a lethal tool once again. Nothing is more satisfying than cutting a defence to shreds with a lethally timed, deftly chipped through-ball.

Added to your attacking repertoire is the ability to run at the opposition and take them on in a genuine one-on-one situation.

Previously you either passed your way to goal or just used your speed to 'Forrest Gump' your way up the pitch. With these greater dribbling abilities you get to gamble on jinking your way past a despairing tackler with some fleet-of-foot direction switching, or losing out to a perfectly-timed challenge and leaving acres of space behind. It's a nod towards a slightly more arcade experience but its nothing that doesn't actually happen on real pitches come Saturday. And when bulldog Rooney's on the ball you just know it's gonna take something special to stop him.



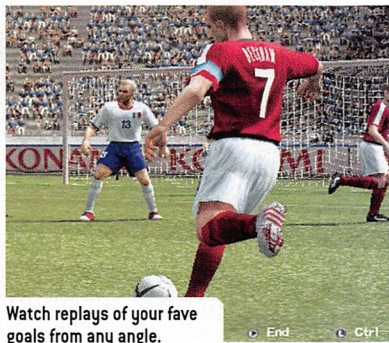
Van Nistlerooy and Rooney are a lethal dream pairing.



Practice hard enough and one day you'll score a free kick.



Ronaldinho is spot-on – right down to the buck teeth.



Watch replays of your fave goals from any angle.



If you're gonna hack him down, do it outside the box.

“Nothing is more satisfying than cutting a defence to shreds with a lethally timed, deftly chipped through-ball.”

GAME OF TWO HALVES

Of course, all this gameplay goodness means absolutely nothing to the *FIFA* crowd. It must be the official names, faces, kits and badges that make *FIFA* the winner in terms of sales every year because it's certainly not ahead of *PES 4* when it comes to what happens on the pitch. In terms of gameplay *PES 4* is a league above its rival.

Purists will be pleased to hear that *PES 4* finally offers a full English Premiership for breakfast with a main course of pretty much every other significant league in Europe. It's still nowhere near as comprehensive as *FIFA*'s roster of teams, but does anyone *really* want to play as Shrewsbury Town? Although *PES 4* has

managed to secure an official licence for nearly every league except for England. So, for Manchester United read Manchester Red, and for Crystal Palace read the totally inexplicable Crisis Bless. Eh? It's all quickly rectifiable in the Edit mode, thank Christ.

Seriously though, who really cares when the glorious Master League returns in all its life devouring deepness. The combination of managerial tinkering off the pitch and actual play on it equates to a blissful, long-term gaming addiction. You'll spend hours



Davids may look like blind as a bat, but he tackles like a lion.



There are several camera angles to choose from.

TRICKS OF THE TRADE

If you want to be sitting pretty at the top of the table you're gonna need to master the skills of the pros.

Ping it like Gerrard



PES 4 may promote an attractive passing game but that's not to say that long raking passes don't have their place. If you're running out of options on the wing try switching the play by pinging a ball across the pitch leaving the receiving player with acres of space to run into.

Chip it like Zidane

It can sometimes seem impossible to break down the defensive wall in your opponent's box. Patiently protect the ball while waiting for a clever run from one of your attackers. Then time your pass carefully, lifting the ball up over the defence with a neatly chipped through-ball.



Bend it like Beckham



Back when he was good, 'Goldenballs' was a true master of the wing. The difference here is that you probably want to avoid the early ball. Try cutting back a few times in order to give your attackers time to flood the box. Then whip in a curver. Goal!

Flick it like Henry

Arsenal are the perfect example how to create space from nothing. The best way to make space in *PES 4* is to use the one-two move. The player who releases the ball will continue to run on into space while you draw the defenders towards you before giving the ball back.



setting up your tactics in the pleasingly comprehensive strategy area. You'll gain points for good results that can be used to buy better players. You'll trawl through squads of players looking for that under-rated gem and then you'll actually get to feel the difference a new player in his rightful position really makes when you take to the pitch. Better take some time off work right now – you'll need it.

So, the team names might be wrong to begin with. Sure, the commentary is still well ropey. And yes, the menus are better but still not overly user-friendly. Who cares? We don't play *PES 4* to be wowed by its pretty presentation. We play *PES 4* every single day because it is quite simply the finest, most involving and ludicrously enjoyable sports game ever created.

/ MARK SORRELL

PSW VERDICT

UPPERS

- Master League
- Lifelike players
- Beginner's training mode

DOWNERS

- Dull commentary
- Stupid team names
- Potential for divorce

GRAPHICS	Stupendously good animation	9
SOUNDS	The commentary's still dull and repetitive	7
GAMEPLAY	Delightfully deep, endlessly rewarding	9

Top of the league in just about every way. *PES 4* is leagues ahead of *PES 3*, and generations ahead of every other footy game on PS2.

9



Use a strong melee character to protect the ranged fighters.



Nightcrawler can teleport around a level. How handy.



Beast is one of the strongest and most agile mutants.



Just about everything in the environment is destructible.



Enemies are resistant to certain powers.

X-MEN: LEGENDS

Welcome to the best *X-Men* game ever made, as the comic book superheroes come together in an extravaganza of mutant powers.

GAME DETAILS

PUBLISHER: ACTIVISION
DEVELOPER: RAVEN SOFTWARE
OUT: NOW
PLAYERS: 1-4
ONLINE: NO

This is the first *X-Men* title to take its fans seriously. An ardent devotion to the mutant universe of the comics and films is stamped all over the game in glorious technicolour, from the massive range of powers and upgrades available to each character, to the origin stories that you can delve into and the superb recreation of Professor Xavier's mansion.

Deciding on your favourite four characters to take into battle is harder than the game itself, which at least makes up for being fairly easy with some impressively long missions. Switching between the quartet at will works beautifully; there's no real need to babysit the three not under your control, and you can set them to automatically use a health pack once they lose a certain amount of health anyway. The only problem is that they won't back out of a fight when low on health.

XXXX-RATED

Every character shares the same basic melee combat moves, but it's using their unique powers that's the really cool part. Cyclops' optic blast, Iceman's ability to freeze enemies, Storm's lightning strike – they're all in here and you can even combine the powers of two characters to earn extra experience points to spend on upgrading skills further. You'll complete the game relatively quickly, but you'll also want to play it over again to try out other powers and characters that you initially overlooked.

It's a good job there's so much variety provided by the upgrade system, because the missions

themselves are pretty basic fare. You're dropped into a level with a series of targets and must clear a path or a set of rooms full of enemies in order to reach them. While this is fun, doing it over and over again quickly becomes repetitive.

It's rare that an action role-playing game works as both an 'action' and 'role-playing' game, so to come across such slick combat and a deeply involving character upgrade system here is a real treat. *X-Men* fans really couldn't ask for a more faithful game, while more casual players will find plenty to keep them occupied long after they finish the main story.

/ JONATHAN TODD

PSW VERDICT

UPPERS

- Great combat
- Spectacular effects
- Easy squad control

DOWNERS

- Repetitive missions
- Confusing fights
- Over too quickly

GRAPHICS

Cel-shaded characters stand out

SOUNDS

Powers sound great, characters less so

GAMEPLAY

Faithful to the *X-Men* and fun too

Fast and fluid action role-playing with more depth than most. Despite the variety on offer, you never feel like you're getting bogged down.

7





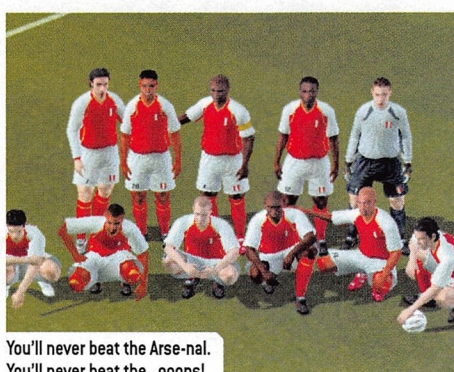
Controls are slower and more unwieldy than Spurs' midfield.



Thierry does his thing against the Toon. Must be a Cup Final.



Quick, remove Zidane from their starting line-up.



You'll never beat the Arsenal. You'll never beat the... oopps!



Old slap-head lets in yet another comedy goal...

THIS IS SOCCER 2005

With 22 men on the pitch trying to kick a ball into a net there seems little doubt that this is football – the real question is whether it's of the Arsenal or Crystal Palace variety.

GAME DETAILS	
PUBLISHER:	SONY
DEVELOPER:	SONY
OUT:	NOW
PLAYERS:	1-22
ONLINE:	YES

You've got to feel sorry for all of the other footy games on PS2. None of them are actually that bad, and if it wasn't for a certain game beginning with 'Pro' and ending with '4' it'd be a close-run scrap for the top spot. The problem for *This is Soccer 2005* and the rest is that *PES 4* has moved the goal posts so far that the gulf in class has grown into a chasm of Premiership-Conference proportions.

While this lot were coming up with ideas such as using EyeToy to put your own face in the game and online matches featuring 22 players, the *PES* boys were busy

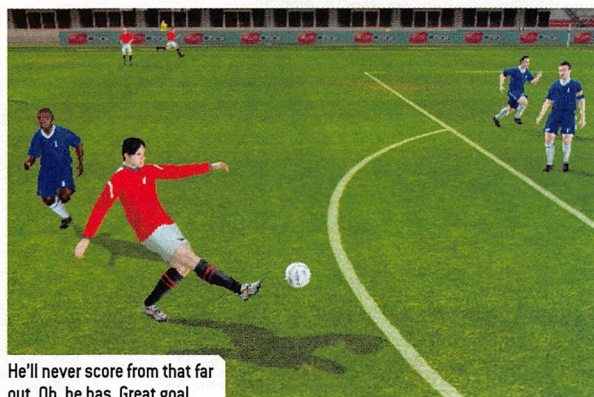
making their fourth outing the closest thing to playing footy without having to actually lace your boots up and run around for 90 minutes. *TIS 2005* has got some pretty tricks in its locker but it's unable to stop *PES 4* nutmegging it at every turn.

The problem for *TIS 2005* is that the sluggish controls leave you constantly trying to compensate for the slight delay that occurs when you press a button. It's almost as if the game is struggling to keep up as it lurches from one animation to the next. It makes stringing passes together and timing tackles much more testing than it should be. What this all boils down to is a game that never seems to flow and never leaves you free to express your personal

footballing style. Where *PES 4* offers you the tools to play any sort of game you want, *TIS 2005* chains you to its erratic play.

Being able to put your own face in the game courtesy of EyeToy is a nice addition and bitching about who's missing from the Timewarp classic club teams is always fun. Nice finishing touches but they're just not enough to mask the fact that *TIS 2005*'s foundations still need a lot of work. Until the basics come naturally and the players respond immediately to your commands you'll always be battling the game rather than the opposition.

/ MIKEY FOLEY

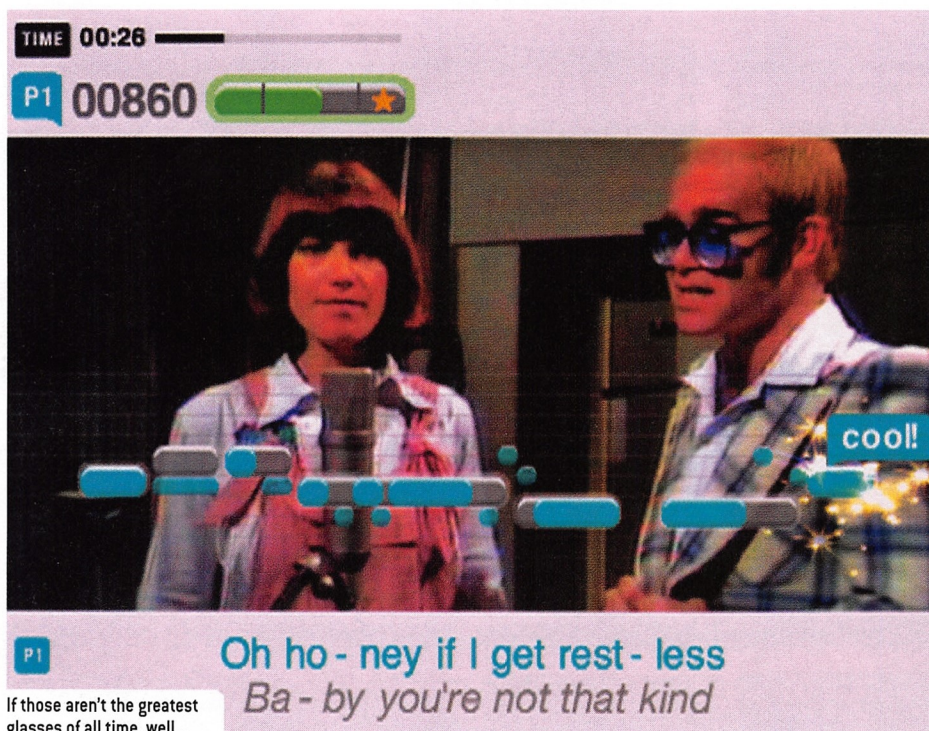


He'll never score from that far out. Oh, he has. Great goal.



Add your own caption here. Legally we're not allowed.

PSW VERDICT	
UPPERS	DOWNERS
➤ Timewarp club teams	➤ Sluggish controls
➤ Put your face in the game	➤ Incorrect team names
➤ Online modes	➤ Not as good as <i>PES 4</i>
GRAPHICS	Average player animation
SOUNDS	Chris Kamara's a quality signing
GAMEPLAY	Never flows or feels natural
No matter how many online bells and EyeToy whistles they add, it's never going to make up for the fact that it struggles with the basics.	
6	



SINGSTAR PARTY

Break out the alcopops, it's the return of the ultimate party game.

GAME DETAILS

PUBLISHER:	SONY
DEVELOPER:	SONY
OUT:	NOW
PLAYERS:	1-8
ONLINE:	NO

Being both lovers of a good tune and aspirational crooners ourselves, we were won over by the party dynamics of the original *SingStar*. This second helping is, rather appropriately, called *SingStar Party*. Featuring a new selection of thirty songs, enhanced party modes and lots of new EyeToy effects, it's now even better.

For those unfamiliar with the myriad

wonders of *SingStar*, it's basically Karaoke for points. You pick a song. The lyrics are displayed on the screen, alongside the original video (or your ugly mug if you use an EyeToy), while a line shows the correct pitch and timing. A second line shows what you're actually singing and when the two match up, you score points. Simple.

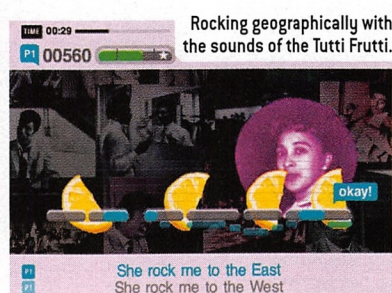
The big change from the first game is the removal of the Career mode. Now it's all about getting a few mates round and humiliating yourself in front of them. To compensate a quickly accessible high score table has been added to ramp up the competition factor and prove just who has

the most dulcet tones. There's also a selection of new multiplayer modes to help spice up post pub sing-a-longs, with the emphasis on team play and gambling.

Not enough? Well, as is ever the case with singing games, the selection of songs is hugely important. *SingStar Party* comes up trumps again, with a better selection than before. Covering the last thirty years and every genre imaginable, there really is something for everyone. Not only are the songs popular and memorable, they've also been chosen for their singability.

SingStar Party is exactly what we expected and it's precisely what we wanted. More songs, a smoother front end and, thankfully, a high score table. Admittedly, if you're not familiar with the songs on offer, you might find it all a bit pointless, but the selection is so broad and well considered you'd have to be very picky and/or sober not to find something here.

/ MARK SORRELL



PSW VERDICT

UPPERS	DOWNERS
Great song selection	Only 30 tunes
Better front end	Long notes handled poorly
Duets are fun	Still lacking any rap
GRAPHICS	Slick presentation
SOUNDS	Brilliant selection of tunes
GAMEPLAY	The best singing game on PS2

Easy to play, and supplied with two solidly-built microphones (but also available without), this is by far the best singing/party game on PS2.

8

TY THE TASMANIAN TIGER 2: BUSH RESCUE

The do-gooder Aussie proves he's a flexible friend in more ways than one.

GAME DETAILS

PUBLISHER: EA
DEVELOPER: KROME STUDIOS
OUT: NOW
PLAYERS: 1-4
ONLINE: NO

Whatever its flaws, *Ty 2* is one of the most versatile games you'll come across. It's a third-person platform, action adventure and driving game rolled into one. It's also absolutely gigantic, with at least 50 missions to complete and massive open environments to explore at will.

Problem is, the levels are just too big to hold your interest, never mind the five-minute attention spans of younger players which the game is primarily made for. Some missions can only be completed with a certain type of upgraded boomerang that you buy in a shop, so a disproportionate

amount of time is spent running along stretches of road searching for the game's currency of red orbs before you get to do anything truly exciting.

Since platform-jumping is the game's bread and butter, most of the puzzles involve making inch-perfect leaps. In fact, the margin between success and splatting on the ground below is often a matter of millimetres and will test the mettle of even the most hardened platform fan; prepare to be frustrated in the extreme at times.

Once you embark on a 'proper' mission though, *Ty 2* really comes into its own. The

action is constantly kept fresh: one minute you're bashing enemies with your boomerang, the next you're punching them from within a mech, and then you're using a mounted mortar cannon to take down ships and giant robots. Throw in some crazed *Mario Kart*-style races and unlockable multiplayer cart races and it's money well spent. It's just a pity that the rest of the game never quite lives up to the excitement of the very first mission.

/ JONATHAN TODD



Evangelion this ain't. That's a good thing, by the way.



An exact likeness of the real Oz, I'm sure you'll agree.

PSW VERDICT

UPPERS

- Loads to do
- Carting is fun
- Multiplayer racing

DOWNERS

- Too much wandering
- Very sensitive controls
- Near-impossible jumps

GRAPHICS	Basic backgrounds, but lots on screen	7
SOUNDS	It's Aussie, mate!	6
GAMEPLAY	Lots of variety, but combat is best	7

It's Aussie, so it's difficult to knock. Kids may be put off by some of the intricate jumps and too much general wandering around though.

7

NBA LIVE 2005

Another American sport we don't fully understand comes up trumps. What's going on?

GAME DETAILS

PUBLISHER: EA
DEVELOPER: EA
OUT: NOW
PLAYERS: 1-2
ONLINE: NO

With scores approaching the hundreds and a ratio of a basket every 30 seconds, it's no wonder football-obsessed Aussies just don't get basketball. Give us a tense 12-12 draw over an 85-82 result any day.

Fortunately, it's far more thrilling to actually play than watch, even when the rules and plays can get a bit confusing. But unlike the *Madden* and *NHL* games, there's a good set of tutorials if you don't know

your slam dunks from your alley-oops.

Frankly, we can hardly see any differences between this version, last year's game and the year before that. Sorry, we're not American. The play options, animation and commentary are all as excellent as ever, and the use of the right analogue stick to control the skill moves works better here than it does in *FIFA*. Our only criticism is that defenders catch you up too easily, which kinda spoils those quick breakaway baskets just after you've intercepted or stolen a pass that the sport is famous for.

The new Slam Dunk competition in the

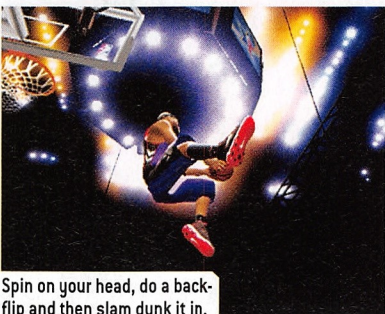
All-Star Weekend really does raise the bar though. It's just you, the ball and the basket, with the most creative slam dunks earning the most points from the judges. For starters, try kicking the ball against the backboard, then catching it and dunking it through your legs. It's all about being as extravagant as you can.

It might not have the style or attitude of *NBA Ballers*, but it's a must for the more discerning basketball fan.

/ JONATHAN TODD



Not much chance of a 0-0 score here.



Spin on your head, do a backflip and then slam dunk it in.

PSW VERDICT

UPPERS

- Slam Dunk competition
- Tons of tricks
- Controls easy to pick up

DOWNERS

- It's basketball
- Defenders too quick
- Similar to *NBA Live 2004*

GRAPHICS	Quality animation and character models	8
SOUNDS	The satisfying swish of scoring a basket	8
GAMEPLAY	Matches are played at just the right pace	8

A basketball game for people who do actually like basketball, and not just the attitude and bling-ness that goes with it.

8

UNDER THE SKIN

Just like all the best puzzle games this is a bit weird but strangely addictive.

GAME DETAILS

PUBLISHER: CAPCOM
DEVELOPER: CAPCOM
OUT: NOW
PLAYERS: 1-2
ONLINE: NO

This seems awful at first. The bizarre Japanese humour doesn't work, the story is perfunctory at best, and for the first five minutes you'll be running around like a headless chicken without any clue as to what you're supposed to be doing. Then, out of the blue, you'll get the hang of it – and suddenly *Under the Skin* becomes one of those 'minor gems' that only puzzle games ever seem to get called.

Under The Skin is all about collecting coins. You control an alien who must assume the identity of a human and then use the 'prank' weapon they carry (such as a boxing glove on a spring) to hit other people with, in order to make them drop coins. Since each weapon is good for only 'one hit', you'll need to assume a different human identity to get a different weapon to hit other people with, which is where things get a bit more complicated.

It's easy enough to pick up though, and despite a time limit and the presence of rival coin-grabbers, the single-player

campaign should only take around three hours to complete. In fact, it feels more like an extended training mode in preparation for the fiendish two-player game. This takes the form of a race to collect the most coins within a time limit or to reduce your opponent's coins to zero, leading to some frantic transformations and clever use of weapons. This is a fun, albeit slight action puzzler. It's unlikely to top the charts, but could find a niche in someone's collection.

/ JONATHAN TODD



Humans seek revenge if they catch you playing a prank.



One hit from a sickle and you'll lose your disguise.

PSW VERDICT	
UPPERS	DOWNERS
➤ Simple and addictive	➤ Repetitive levels
➤ Can get very tactical	➤ Too short
➤ Fun weapons	➤ Weaker single-player
GRAPHICS Cel-shading is nice, but nothing special	6
SOUNDS Again, there's nothing memorable	5
GAMEPLAY Short but sweet	6
Two-player is better than single-player, but overall it's just not memorable or taxing enough to rank alongside the best puzzlers.	
6	

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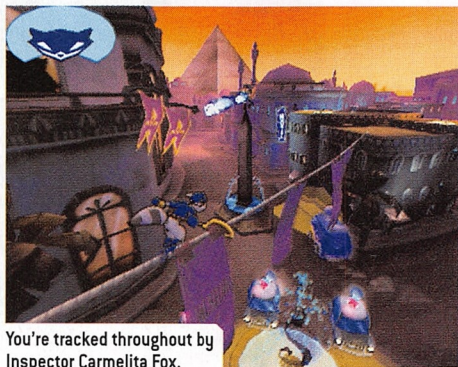
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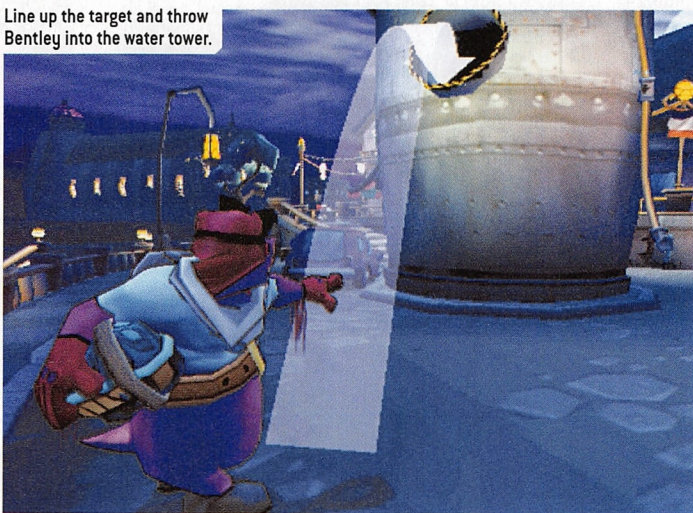
Watch the guards' patrol patterns and pickpocket them.



You're tracked throughout by Inspector Carmelita Fox.



Send guards to sleep with one of Bentley's darts.



Line up the target and throw Bentley into the water tower.



Stealthily track the lizard without him seeing you.

SLY 2: BAND OF THIEVES

A raccoon, turtle and hippo join forces in this quirky stealth platformer.

GAME DETAILS

PUBLISHER: SONY
DEVELOPER: SUCKER PUNCH
OUT: NOW
PLAYERS: 1
ONLINE: NO

Sly 2 is one of those rare beasts: a stealth game that's actually fun to play as well as challenging. And veterans of hiding in the shadows, such as Sam Fisher, could do worse than watch *Sly* in action. It's all well and good getting tooled-up with gadgets to carry out an operation, but how often do you see Fisher involved in the actual process of devising a flawless plan? Never, is the

answer you're looking for.

It's this structure that sets *Sly 2* apart. Before pulling off a heist you've got to do a spot of recon work, which varies from

taking surveillance photos to tailing a boss character as he walks around a level without being seen. Once all these are complete, fellow criminal

Bentley the turtle formulates a plan and you execute it using Sly, Bentley and Murray the hippo, either individually or in tandem.

GRAND THEFT HIPPO

If you don't want to execute a heist, you can just roam levels to search for items that unlock hidden extras or to grab cash to spend on fancy gadgets. As long as you keep out of sight and stick to the rooftops to avoid the torch beams of patrolling guards, there's an almost *GTA*-like sense of freedom to the eight levels. Sly can even pickpocket enemies for larger sums of cash and there are items that grant special

bonuses if you can get them back to your hideout without being hit by any guards.

Grumbles are few. There's a bit too much to-ing and fro-ing between your hideout and each objective, especially when you're forced to backtrack from one end of a level to the base in order to switch to another character. This doesn't spoil the overall enjoyment of the game though.

Sly 2 is a highly polished and thoroughly beautiful game that deserves as much respect as Sony's more recognised platformers, *Jak 3* and *Ratchet & Clank 3*. Even if you're pining for those games, we urge you to get this one. It'll make the intervening time fly by a lot faster.

/ JONATHAN TODD

PSW VERDICT

UPPERS

- Superbly structured
- Impeccably stylish
- Free-roaming levels

DOWNERS

- Lots of backtracking
- A bit easy overall but...
- ...harsh bosses

GRAPHICS Gorgeous cel-shading

8

SOUNDS Great use of music to convey the action

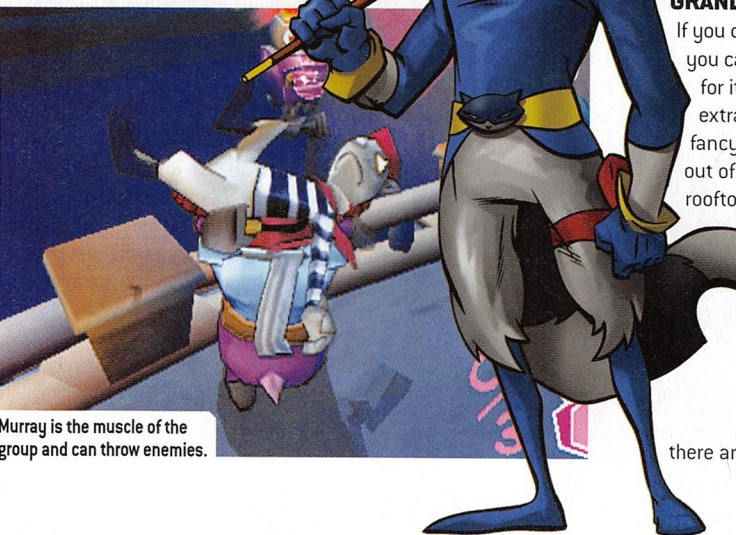
8

GAMEPLAY Sneaking without the usual frustrations

8

With a well thought-out story and mission structure, this works well. Free-roaming levels will make you want to come back for more too.

8



Murray is the muscle of the group and can throw enemies.



"No, we haven't seen your dog. No I can't hear barking."



Surprise appearance from Eminem. Not really. Sorry.



I like big butts and I cannot lie, other brothers can deny.

Look at the size of his chopper. Oh my god no.



THE URBZ: SIMS IN THE CITY

Ooh, look, it's *The Sims* with an 'urban' makeover. Big mistake buster...

GAME DETAILS

PUBLISHER:	EA
DEVELOPER:	EA
OUT:	NOW
PLAYERS:	1
ONLINE:	NO

The Sims series has always been about the calm and slow pleasures of suburban existence. No muggings, no six for \$2 lighters, no McDonalds Chicken Nuggets, no sick on the pavement. Out in the suburbs, the streets are not lined with charity muggers in brightly coloured cagoules bearing bad news in sympathetic fonts. It'll never do. Obviously, the hip kids want a gritty, urban, dark new *Sims* and what the kids want, they get. Welcome to the world of *The Urbz*.

Much like other *Sims* games this is a cross between looking after a small child/old lady, with all the 'put that down, go to the toilet, wash your filthy neck' that entails, while teaching goldfish to speak French. "Oui, j'aime la... No, sorry, it's gone. Wait a minute. Who are you? Where am I?"

Fascinating though this is, the real joy of *Sims* games is building up your home, buying new stuff and then setting fire to it by accident. While building up your digs is still an issue, there is new joy to be found in buying clothes and accessories for your

character. There are various boutiques around the game and here you can buy new stuff to customise your Urb. Doing so increases your reputation – the key to progressing in the game, but how are you going to afford all these new clothes?

The answer is to GET A JOB, HIPPY. No longer a case of loading your Urb onto a bus at the right time, now you actually have to perform the job yourself. There are various careers available, each of which requires your Urb to have satisfied certain requirements in their basic hygiene, before

moving on to complete some simple and repetitive mini-games. Complete these and you get your paycheck. Then it's off down the shops for some fancy new clothes, just like in real life.

Also much like real life, better clothes mean you can gain entry to better clubs, and with that comes more reputation. More reputation means access to new careers and new areas and the chance to do it all over again. Hmm.

SMALL WORLD

The Urbz world is split into several diverse districts, each run by a different social class, be it goths, punks, skaters or whoever. In order to successfully progress through each district, your Urb must both pass certain challenges as well as raise their reputation high enough. These challenges are often split over several districts so expect to travel plenty in your quest to become King Urb.

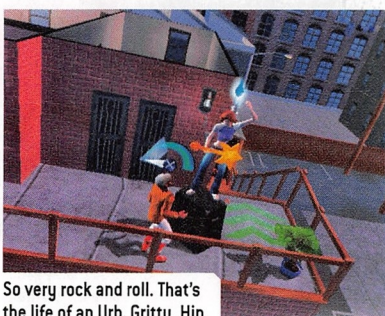
Sadly, these areas are just the same old ideas jiggled around a little to try and



Fame! I wanna live forever, I wanna learn how to fly, FAME!



This is what we call the basic package. Looks like home.



MAKE ME OVER

How to transform a sensible Sim into a streetwise Urb.

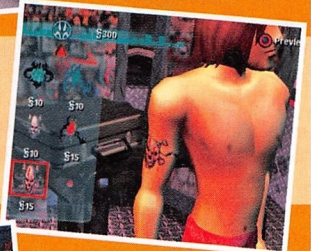


NICE GUY

Our man begins as a cheery, well-dressed and orthodox citizen. In other words, a twat.

INDIVIDUAL

Get him into the tattoo parlour and slap a bit of funky ink on his skin.



REBEL

Then equip him with EA's dubious version of the current yoof-garb.



MENTALIST

Finish it off with dodgy shades and hat, and hey! He's... an even bigger twat than before!



“There’s not enough freedom to call it open-ended and not enough discipline or focus to call it a story.”

disguise the fact that fundamentally, you’re doing the same thing, over and over again. You talk to people, you go to work, you buy stuff, you go to the toilet, and then you do it all again. This is an idea in desperate search of a game. There’s not enough freedom to call it open-ended and not enough discipline or focus to call it a story. It basically boils down to a series of mini-games and lots of micro-management.

THE DAILY GRIND

While you are constantly promised new and exciting rewards for the daily grind through the dull mediocrity of your Urb’s existence, what you actually get is almost always a disappointment. The levels may look different but they play exactly the same. It’s a bit like repainting your living room yellow (if it isn’t already) to try and persuade yourself you’re on holiday.

The Sims is a great series; they are unique games offering the chance to do things no other game can offer. Sure,

they’re an acquired taste but there’s a mass of fun available for those so inclined. This just doesn’t cut the *Sim* mustard, failing to offer the balance of work and play, or the freedom of other *Sims* titles. *Tiger Woods: Street* we can understand, *FIFA: Street* we can understand, *The Sims: Street*, we cannot. Take this back and give us *The Sims 2* instead please. Thanks.

/ MARK SORRELL

PSW VERDICT	
UPPERS	DOWNERS
➤ Quite pretty	➤ Over fussy
➤ It'll take ages	➤ Vague and unfocussed
➤ Gorgeous to look at	➤ Wildly repetitive
GRAPHICS	Pretty good stuff
SOUNDS	The Black Eyed Peas in Simlish?
GAMEPLAY	Repetitive and disappointing
There's little to enjoy here. The delicate balance has been broken and the rewards are just too slim. A blight on the <i>Sims</i> copybook.	
5	



Letter of the month



KILLEDZONE?

I recently bought a PlayStation2, although I've had an Xbox since launch. I love *Halo* and I really can't see *Killzone* bettering it. Here's why: *Halo* is an open-ended game. Every time you play it, it's different. It's like *GTA*; you can play it over and over, and it will always show you something new. By the sounds of things, *Killzone* will be a far more linear experience – you go through the game, it's exciting, looks great but when it's over, there's no real reason to do it again, just like the *Medal of Honor* games. I want to see more free-roaming titles, but I don't think *Killzone* will qualify as one.

Dan Croucher

Wynnum

Well Dan, we like all sorts. Sometimes we just want to mess about in a big virtual playground, sometimes we want to be told a story and see how it unfolds. We want to see more of everything frankly. It's all good y'know.



Killzone: not free-roaming enough, apparently.

VIOLENT PORN

I am writing to you to discuss an important issue. I would like to question your decision to run a petition asking to have sick games banned – citing *Playboy: The Mansion* and *Leisure Suit Larry: Magna Cum Laude* – in the same issue as a feature called '21 Things To See And Do in *Hitman 2*'. There is a section of that article that suggests players can garrote UN

Peacekeeping troops with fibre wire then shoot them with an M4 Carbine. Surely that is more damaging to a child's mind than a few naked ladies? A woman's body is a thing of great natural beauty and I'm no more a pervert for wanting these games, as you are murderers for killing UN Peacekeepers. They're all adult games classified 18 – the same as adult films. Just because it's for adults, doesn't mean it should be banned. If you don't like it, don't buy it.

Richard Davies, Chippendale

Well, we should point out that our 'Ban These Filthy Sex Games' feature was, in fact, a healthy dose of tongue in cheek. However, you do make a good point. The fact that any amount of slaughter is fine in games but boobies are frowned upon never ceases to baffle our massive brains.

SUMMER LOVIN'

Why is it that publishers insist on releasing all their AAA titles at Christmas? If a game is good enough, surely it will sell at any time of the year? Don't they know that it rains almost all the time in Winter? What else are we supposed to do?

I Whitehouse, Lewisham

Absolutely, and it's something that we wish would change too. We imagine the reas on has to do with

financial years or something. We'd still love to see a more sensible, mature and rounded release schedule though.

QUAD ERAT DEMONSTRANDUM

I've just read the latest issue of your mag – Issue 25. Had a good laugh at the feature on *Playboy: The Mansion* and *Leisure Suit Larry*. However, one of the eighteen points you humourously made about banning said games was the subtitle of *Leisure Suit Larry – Magna Cum Laude*. You claimed this was a "thinly-veiled sexual reference" that even the kids would understand. Within literally two minutes of research on the net, I found out that *magna cum laude* is actually a real phrase that's used in education. To quote Fort Hays State University, *Magna Cum Laude* is: "the achievement of a culmanative grade point average of between 3.80 and 3.89 on coursework."

So does that mean I win the letter of the month competition, or what?

Chris Bell, Gosford

Well, that's us told then. To be honest, we'd expect Joff to point out grievous errors like that considering his implicit understanding of all dead languages and things educational. Don't worry, we'll beat him about the head for you as punishment.

GANGSTERS PARADISE

I'm so excited about *GTA: San Andreas*, I think I'm going to die. Really, it just looks fantastic. But it's not the shooting people in the head or running people over that I'm excited about. I just love the feeling of being in the world of *GTA*. It's like going on holiday and just sitting

down, people watching. Maybe you're watching the daybreak on a pier in Portland, gazing at a blimp in Vice City, or roaming the hillside in San Andreas. Yes I'm excited about the cars and stuff, but the scenery man, the scenery.

Sean Renn, Ireland

The *GTA* series remains untouched in its ability to create real living worlds for us to go and visit. We can't wait for our next *GTA* holiday. We're just going up to the mountains for a few days to chill out. Mmm.

"THAT" GAME

The other day I was watching TV when a poll came up asking people to join the quest to ban violent games because they are cited as the underlying cause behind a rise in violence over the past decade. The polls as they stood were 89% in favour, mostly from from people who have probably never played a game in their lives. They don't know the excitement and pleasure gaming can bring because they've never played them, but they still want them

These girls like doing it in the back yard...



Grrr... Sex. Snigger... Boobies... hur-hur.

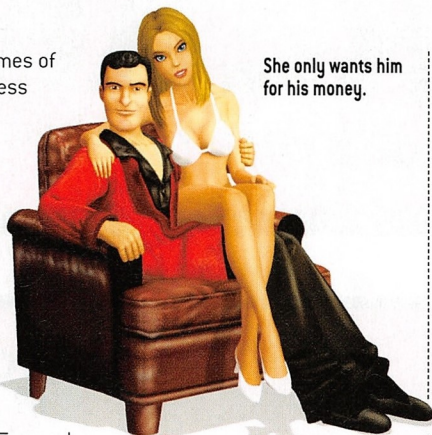
banned. I think if anything, games of a violent nature make people less violent by letting them release all their anger and hatred in a safe, digital environment. Gamers should fight back and protect their pastime from the likes of these people. What does PSW think?

Damien Redman, St. Kilda

Basically yes. There's no doubt that watching anything can influence you to want to try it – we're all budding gymnasts since the Olympics – but frankly, the papers will always fill their pages with sensationalist twaddle. Don't worry, the industry is just as on the case regarding all this as its detractors are.

TEEN SPIRIT

I wish games could convey smells, you know? I mean, it's all very well having all these super-realistic graphics and everything but what about the smells? I want the stench of decay to hit my before I



She only wants him for his money.

open that door in *Silent Hill*. I want the stink of the sweat when I get in the ring with John Cena in *SmackDown! Vs Raw* When do you think it'll happen PSW? Can it happen? Should it happen? Tell me. I need to know.

B Mitchelson, Perth

This idea is only slightly more disgusting than that time we found a dead fox behind the office and poked it with a stick.

Kane's armpits? Zombie crotch? No thank you. You can keep your smells.

MISSING THE POINT

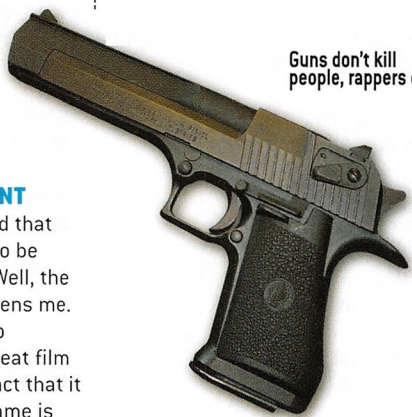
I have recently heard that *Fight Club* is going to be made into a game. Well, the thought of that sickens me. How is it possible to condense such a great film into a game? The fact that it will be a fighting game is

especially bad. The ideas and themes of the film are timeless and revolutionary. The fighting in the film was an emotional release – it never mattered who won or lost. I can't see the game presenting things in the same light. This brings irony to a whole new level. A film that, at heart, is a piece of anti-capitalist literature – guerrilla warfare against corporate America – is adopted and loved by corporate America. Tyler wouldn't play this game.

All I can say is "I am Jack's raging bile duct." Thanks for listening.

Bradlee Taylor, Newtown

Our pleasure. You make an excellent point – this is already down as the most ironic game of all time in our view. It doesn't look too bad as fighting games go; it's just an inexplicably bizarre choice for a licence. We're as confused as you on this one.



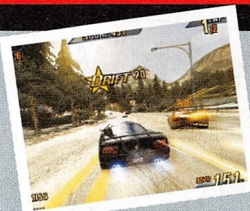
Guns don't kill people, rappers do.



Who ate all the pies, eh?

Hot topic

Which game will be No.1 at Christmas?

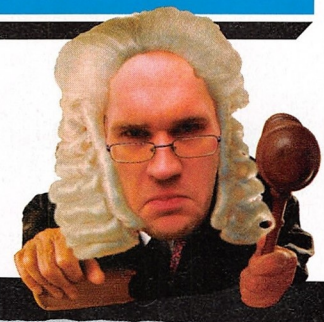


Burnout 3. No, *Need for Speed Underground 2*. No, *Killzone*. No, *SmackDown! Vs Raw*. I dunno really, I just wanted to get in the mag. Can you sort that out please? Ta.
Anon, via Email

It'll be *FIFA*, same as always. Last christmas it was *FIFA*, the christmas before it was *FIFA*, when Hitler invaded Poland it was *FIFA*, the year man invented the wheel, it was *FIFA*. It's always *FIFA*. I hate *FIFA*, it should be *PES* up there at the top, but it's always *FIFA*. I'm going to slit my wrists now. Don't try and stop me.
Ben Michaels, via Email

SmackDown! Vs Raw, OBVIOUSLY. It's going to be the greatest game of all time. Andre the Giant Vs Big Show? What more could a man want? Oh, could he want to be able to spend a full 24 hours spanking Trish Stratus until her bottom resembles a cherry in front of a powerful torch? Yes, he could.
Brad Renton, Gold Coast

GTA: San Andreas? It has to be really. Everything I read about it just makes me more and more excited. Haircuts, being so fat I can't move, playing basketball, customising cars. Oh yeah. I'm in a special hospital now, away from the sharp things.
Dan Johns, via Email



Judge Joff Brown

Bring him your gaming case and he'll give you justice!

WHO'S THE DADDY?

I am a big fan of the *WWE SmackDown!* series and me and my mates all have favourite wrestlers, I think that the best wrestler is the almighty Undertaker because he has great *smackdown's* and boasts a massive 93 points on *Here Comes the Pain*. Also, he can rise from the dead. Could you deliver your verdict on who you think is the best *Smackdown!* wrestler?
Daniel Wylie, Liverpool

VERDICT > It is the Judge's opinion that wrestling is a stupid 'sport', ever since that Randy Orton chap became World Champion. A clear travesty of justice. Still, the thought of Ray Mysterio performing the 619 still fills this old heart with joy. Adjourn for lunch.

SPIDEY-SENSE

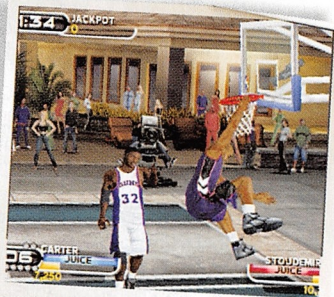
I've played *Spider-Man 2* so much that I became convinced I had gained some special Spidey powers all of my own. So much so, I was completely convinced I could jump off a building. I was instantly killed and so now I'm dead. I propose the game should be banned to avoid similar incidents happening in the future.
Daley Moyle, Killarney Vale

VERDICT > Nonsense. Anyone dumb enough to throw them self from a building deserves everything they have coming. The Judge proposes instead that the game becomes compulsory to help us eradicate people like you from the gene-pool.

GAME BREAKER

■ Delivering the best tips and cheats for the biggest games every month.

NBA BALLERS



At the Vs screen where there are three balls, enter the following code combos using the ■, ▲ and ● buttons:

2X JUICE REPLENISH

■[x4], ▲[x3], ●[x1]

ALLEY-OOP ABILITY

■[x7], ▲[x2], ●[x5]

ALTERNATIVE GEAR

■[x1], ▲[x2], ●[x3]

BABY BALLERS

■[x4], ▲[x2], ●[x3]

BACK-IN ABILITY

■[x1], ▲[x2], ●[x2]

EXPANDED MOVE SET

■[x5], ▲[x1], ●[x2]

FIRE ABILITY

■[x7], ▲[x7], ●[x2]

GOOD HANDLING

■[x3], ▲[x3], ●[x2]

HALF HOUSE METER

■[x3], ▲[x6], ●[x7]

HOT SPOT

■[x6], ▲[x2], ●[x7]

KID BALLERS

■[x4], ▲[x3], ●[x3]

LEGAL GOAL TENDING

■[x7], ▲[x5], ●[x6]

NO WEATHER

■[x1], ▲[x1], ●[x2]

PAPER BALLERS

■[x3], ▲[x5], ●[x4]

PASS 2 FRIEND ABILITY

■[x5], ▲[x3], ●[x6]

PERFECT FREE THROWS

■[x3], ▲[x2], ●[x7]

PUT BACK ABILITY

■[x3], ▲[x1], ●[x3]

PYGMY

■[x4], ▲[x2], ●[x5]

R2R MODE

■[x0], ▲[x0], ●[x8]

RANDOM MOVES

■[x3], ▲[x0], ●[x0]

SPEEDY PLAYERS

■[x2], ▲[x1], ●[x2]

STUNT DUNK ABILITY

■[x3], ▲[x7], ●[x4]

SUPER BACK-INS

■[x2], ▲[x3], ●[x5]

SUPER BLOCKS

■[x1], ▲[x2], ●[x4]

SUPER PUSH

■[x3], ▲[x1], ●[x5]

SUPER STEALS

■[x2], ▲[x1], ●[x5]

UNLIMITED JUICE

■[x7], ▲[x6], ●[x3]

COLIN MCRAE RALLY 04

Poor old Colin's not even in the WRC anymore, so don't waste too much of your precious time with him. Especially when you can unlock everything by simply going to Options, Secrets and then entering the following passwords:

UNLOCK ALL CAR PARTS
FUDWHC

UNLOCK ALL CARS
AIDLAU

UNLOCK ALL TESTS
DMLPOD

UNLOCK ALL TRACKS
BSDJUC

UNLOCK ALL WEATHER
CLRWTR

UNLOCK B MODE AND CARS
CFCKGL

UNLOCK EXPERT MODE
HIQNRN

UNLOCK MIRROR TRACKS
EPDZIF

CONFLICT: VIETNAM

If you want to open all the missions, get infinite ammo and alter the enemy and squad AI, go to the main menu and key in the following sequence:

UNLOCK THE CHEAT MENU

L1, R1, L1, R1, ■, ▲, ●, ▲, ■, ●



"IT REALLY WORKS!"



"Struggling to unlock all the games in EyeToy: Play, I took PSW's advice and pressed ↑, ↓, ↑, ↓, L1, L2, L1, L2 at the game selection screen. I can't thank PSW enough!"

Mrs L Ramsay, Nottingham

SEE WHAT OUR AMAZING CHEATS CAN DO FOR YOU!

SATISFACTION GUARANTEED!

AMPLITUDE

All the power-up codes must be entered during a game, but the rest can be used at any time. However, you won't be able to save unless you reset your PS2, even if you disable a cheat by entering it again.

ENABLE THE POWER-UP CODES
→, ↓, ↑ (x3), →, ←, →

AUTOBLASTER POWER-UP
↑, ←, ↓, ↑ (x2)

BUMPER POWER-UP
↑, ← (x2), ↓, ↑

CRIPPLER POWER-UP
→, ↑ (x3), →

FREESTYLER POWER-UP
↑, →, ↓, →, ←

MULTIPLIER POWER-UP
↓, ←, ↓ (x3)

SLOW-MO POWER-UP
↑, ↓, ← (x2), ↓

POWER-UPS APLENTY
■, →, ●, ←, ✕, ↓, ▲, ↑



AUTOPILOT
↓, ✕, ↑, ✕, ←, ✕, →, ✕

BLACK PANELS
R3, L3, R3 (x2), L3, R3, L3 (x2), R3

CIRCULAR TRACK (INSIDE, OUTSIDE)
L3 (x3), R3 (x3), L3, R3, L3

CONSTANT SLOW-MO
↑, ↓, ✕, ▲, ✕, ↓, ↑

DRUG MODE
R3 (x4), L3 (x4), R3

MONKEY HEAD MODE
L3 (x4), R3 (x4), L3

NO PANELS
L3, R3, L3 (x2), R3, L3, R3 (x2), L3

SCRAMBLE GEMS
✕ (x2), ← (x2), R3 (x2), → (x2)

UNLOCK ALL FREQ PARTS
←, ↓, →, ↑, →, ←, ↓

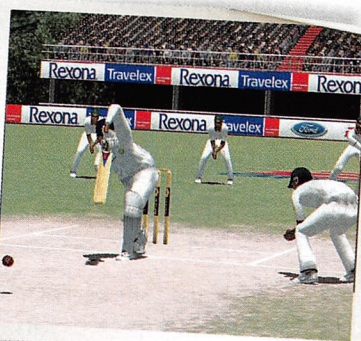
UNLOCK ALL SONGS
■, ●, ■, ●, ↑, →, ←, ↓ (x2), →, ←, ↑



CRICKET 2004

Get your batsmen playing like Engalnd's summer Test hero Freddie Flintoff by pressing the following buttons at the EA sports menu:

BATSMAN ALWAYS HIT 4 OR 6
R2, ●, L2, R1, SELECT

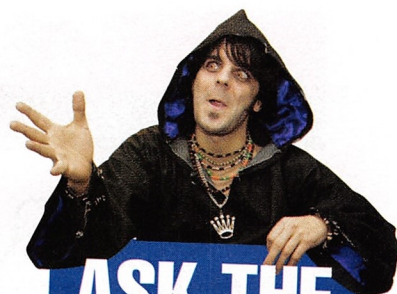


GHOSTHUNTER

For some additional paranormal laughs, enter these special cheat codes during the game without pausing:

INCREASE DAMAGE
Hold → and L3 for five seconds and press ●

LAZ NEVER DIES
Hold → and L3 for five seconds and press ▲



ASK THE GURU

Gamezville's resident boffin answers your PlayStation2 queries.

GET A ROOM

In the Water Prison world in *Silent Hill 4*, how do I release the prisoner?

Martin Hall, Wollongong

Can't you read? If you'd bothered checking the memos, you'll know you need to align the blood-soaked beds. On the first floor, check the windows and remember the bed's position relative to the ladder. On both the second and third floors, check the windows again and use the wheels to align the blood-soaked beds to the bed on the first floor.

MIND OVER MATTER

How do I defeat the first boss, Barret, in *Psi-Ops*?

Jim Dalton, Habersfield

Only the first boss and you're stuck already! Pathetic. Keep moving at all times and throw the metal scraps at him. After the cut-scene, dodge the flying tankers and train cars and keep tossing metal boxes at him. You'll get there.

SLINKY MOVES

In the Derelict Building level in *Catwoman*, how do I avoid the sniper fire?

Anna Woodward, Bankstown

Stay on the top path and keep jumping. If you fall, keep going until there's an opening to climb back up. When you run through the second door, don't drop down; go through the other door on the upper part of the room, then drop down and climb the fence.

VAN HELSING

This Victorian hack 'em up includes a fair few scenes from the movie that gave it birth. To access them, just get comfy, draw the blinds and enter these button combinations. Don't forget the popcorn, mind.

BONUS MOVIE 1
↑, ↓, ↑, ↓, ← (x2), → (x2), L1, L3, R3, R1

BONUS MOVIE 2
↑, →, ↓, ←, ↑, ←, ↓, →, ↑, R1, R2, R3

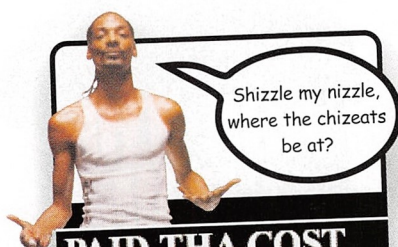
BONUS MOVIE 3
L1, L2, R2, R1, R2, L2, L1, ↑ (x2), ↓ (x2), SELECT

BONUS MOVIE 4
SELECT, L3, R3, SELECT, R3, L3, SELECT, ← (x2), ↑, → (x2)

BONUS MOVIE 5
L2, R2, L1, R1, SELECT (x2), L1 (x2), R2 (x2), L3, R3

BONUS MOVIE 6
R2, R1, R2, R1, L1, L2, L1, L2, ←, →, SELECT (x2)

BONUS MOVIE 7
L3, ←, R3, →, L2, ↑, R2, ↓, L1, ←, R1, →



PAID THA COST TO BEAT DA BOSS

Classic game enemies beaten to a lifeless pulp.

GAME: *Metal Gear Solid 2*
BADDIE: Solidus Snake

Most of Solidus' attacks can be blocked with the HF Blade or dodged with a Raiden Roll. In the first part of the battle, dodge or block his attacks and follow up with your own while he's recovering. Try cuts or slashes followed by a thrust attack. After a while, Solidus will remove his tentacles, leaving nasty fire trails as he tries to dash towards you. It's hard to keep track of his movements, so keep your block up and try to turn in his direction when you hear the audio cue just before he strikes. When he runs into your block, counter with your own attack.

FUTURE TACTICS: THE UPRISING

Press the following button combinations during a game to enable some handy cheats, apart from the level skip code, which needs to be entered at the Story mode game select screen. So now you know.

BIG HEADS

↑, ←, ↓, ←, ↓, ↑ (x2), ←

DISCO MODE

L1, ←, L1, ←, R1, →, R1, →

LOW GRAVITY

↑ (x6), ↓, →, ↑

UNLIMITED TURNS AND MOVEMENT

↑ (x2), ↓ (x2), ←, →, ← (x2), R1, L1

LEVEL SKIP

L1, ■, R1 (x2), R2, ■, L1, R1, R2

TIGER WOODS PGA TOUR 2004

Another game series that just won't go away. Lower your handicap by going to Options, then Passwords and entering the following:

UNLOCK ACE ANDREWS
ACEINTHEHOLE

UNLOCK ALL COURSES
ALLTHETRACKS

UNLOCK SUNDAY TIGER
4REDSHIRTS

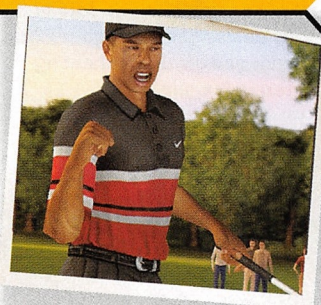
UNLOCK ERICA ICE
ICYONE

UNLOCK 'YOSH' TANIGAWA
THENEWLEFTY

UNLOCK CEDRIC THE ENTERTAINER
CEDDYBEAR

UNLOCK CLOWN TIGER WOODS
CLOWNSTER

UNLOCK DOMINIC
'THE DON' DONATELLO
DISCOKING



UNLOCK DOWNTOWN BROWN
DTBROWN

UNLOCK EDWIN 'POPS' MASTERTON
EDDIE

UNLOCK MOA 'BIG MO' TA'A VATU
ERUPTION

UNLOCK SHERWOOD
TARGETS 3 HOLES
SHERWOOD TARGET

UNLOCK SOLITA LOPEZ
SHORTGAME

UNLOCK TAKEHARU
'TSUNAMI' MOTO
EMERALDCHAMP

UNLOCK VAL SUMMERS
BEVERLYHILLS

UNLOCK HAMISH 'MULLIGAN'
MCGREGOR
DWILBY

UNLOCK NATALIE GULBIS
TRAVELER

GRADIUS V

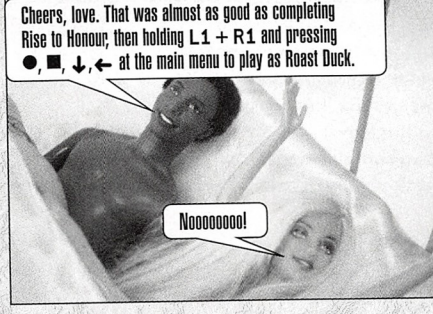
Press Start to pause the game and enter the codes. You receive an extra power-up cheat for every stage completed, so if you haven't used any by stage five you'll have five power-up cheats.

INSTANT DOUBLE SHOT POWER-UP
↑ (x2), ↓ (x2), ←, →, ←, →, L2, R2

INSTANT LASER SHOT POWER-UP
↑ (x2), ↓ (x2), ←, →, ←, →, L1, R1

PSW's photo casebook

Michelle's bedroom boredom



GAME BREAKER

BURNOUT 3: TAKEDOWN

At the title screen press the following buttons:

UNLOCK ALL RACERS

R2 (x3), L1, ▲, L2 (x3), R1, ■

Also, get a head start on your rivals on the start line by holding the accelerator down and tapping the brake button so your tyres smoke. Keep the accelerator pressed and release it just before 'GO'. You'll get a 'Boost Start' message and begin the race with a slightly filled Burnout meter. Handy, eh?



F1 04

There are a few tasty bonuses that can be unlocked in the game, including these super-fast cars. But you'll have to drive like Michael Schumacher if you want to unlock them. PSW recommends using your dad's stringback gloves for extra purchase on the wheel. Alan Partridge swears by them.

ALTERNATE INTRO SEQUENCE

Set three top ten lap times in Time Attack mode

JORDAN 191

Win an arcade season

LOTUS 72E

Win a simulation season on pro difficulty level

WILLIAMS FW14B

Win a single arcade race

PRIMAL

Hold all four shoulder buttons at any menu screen to access the cheat menu. Then enter these:

AETHA SCENES UNLOCKED IN
SCENE SELECT
FLINTLOCK

AQUIS SCENES UNLOCKED IN
SCENE SELECT
CHARYBDIS

ALL TAROT CARDS UNLOCKED
ARCANUM

BONUS B: OPENS UP
ALL BONUS VIDEOS
AURORA

BONUS C:
OPENS UP ALL BONUS VIDEOS
PSYCHOSIS

GONE
BUT NOT
FORGOTTEN

Classic game
cheats dug up

BONUS D:
OPENS UP ALL BONUS VIDEOS
MIRROR

BONUS E:
OPENS UP ALL BONUS VIDEOS
ASCENDANT

ENEMIES DIE AFTER A
SINGLE ATTACK
MORTIFIC

JEN/SCREE INVULNERABLE
DEMONISE

HITMAN: CONTRACTS

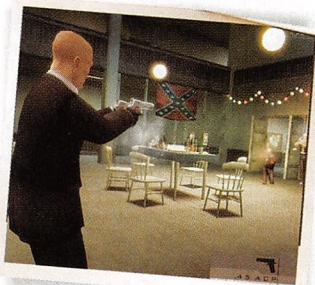
It's all about being ruthless.

COMPLETE MISSION WITH SILENT
ASSASSIN RATING

R2, L2, ↑, ↓, ×, L3, ●, ×, ●, ×
during play

LEVEL SELECT

■, ▲, ●, ←, ↑, →, L2, R2 at the
main menu

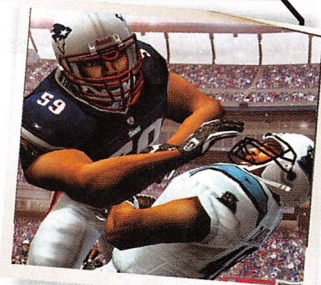


MADDEN NFL 2005

To unlock these gold cards,
select My Madden at the main
menu followed by Madden
Cards and Madden Codes.

TJ DUCKETT GOLD CARD
P67E11

MIKE VICK GOLD CARD
A49H6R



THE SIMPSONS: HIT & RUN

Still selling well long after
release, there's clearly no
stopping Homer and Co. At the
options menu hold L1 + R1
and then press the following:

ALL CARS UNLOCKED

×, ●, ×, ●

ALTERNATE AUDIO DURING CREDITS

×, ■ (x2), ▲

ALTERNATE VIEWS

● (x3), ×

BLOW UP CARS ON IMPACT

▲ (x2), ■ (x2)

DRUNK DRIVING

▲, ●, ▲, ●

GRID MODE

●, ×, ●, ▲

HIGH ACCELERATION

▲ (x3)

INVINCIBLE CAR

▲, ×, ▲, ×

NIGHT-TIME MODE

× (x4)

NO TOP SPEED

■ (x4)

PRESS L3 TO MAKE CAR JUMP

■ (x3), ▲

SPEEDOMETER

▲ (x2), ●, ■

TURN ROCKET CAR TO RED BRICK CAR

● (x2), ▲, ■

VERY FAST CARS

▲ (x4)

SHOWDOWN: LEGENDS OF WRESTLING

Enter these cheat codes at the wrestler selection screen to unlock extra characters.

UNLOCK BRUTUS BEEFCAKE

Hold SELECT + ↑ and press ● (x2), ✕ (x2), ●

UNLOCK BUTCH REED

Hold SELECT + ↑ and press ■ (x2), ● (x3)

UNLOCK DAVID VON ERICH

Hold SELECT + ↓ and press ● (x3), ✕

KARAOKE STAGE



Entering these cheats at the title screen means you can't save until you reset the game. For the regular 'unlock' codes, you'll have to enter them before you go to the character select screen.

UNLOCK ALL CHARACTERS

L3 (x2), R3, L3, ↑, ←, ↑, →, ■ (x2)

UNLOCK ALL OUTFITS

■, ● (x2), ■, ↑, ↓, ←, →, R3, L3

UNLOCK ALL SONGS

●, ■, ●, ■, ↑, ↓, ←, →, L3 (x2)

UNLOCK ALL VENUES

●, ■, ● (x2), ↑, ↓, ←, ↓, R3 (x2)

UNLOCK ALL VIDEOS

■ (x2), ● (x2), ↑, ←, →, ↑, L3, R3

ANIMATION GENDER SWAP

L3, R3, L3, R3, ↓ (x2), ↑ (x2), ↓, ■

BANANA MICROPHONE

R3 (x2), L3 (x2), ↓ (x2), →, ←, ●, ↑

BIG EYES

↑ (x2), ↓ (x2), ←, →, ←, →, ●, ■

BIG HEAD

↑, ↓, ↑, ↓, → (x2), ← (x2), ●, ■

GLASS CHARACTER

→, ←, →, ←, ↑ (x2), ↓ (x2), ●, ■

OIL SLICK CHARACTER

←, →, ←, →, ↓ (x2), ↑ (x2), ●, ■

SSX 3

Enter these case-sensitive passwords at the options menu for an easier ride down the slopes.

SNOWBALLS

betyouneverseen

BUYS ALL LODGE ONE OUTFIT ITEMS
shoppingspree

UNLOCK CANHUCK

greatwhitenorth

UNLOCK CHURCHILL

tankengine

UNLOCK ALL ARTWORK

naturalkoncept

UNLOCK ALL BOARDS

graphicdelight

UNLOCK ALL PEAKS

biggerthank7

UNLOCK ALL PLAYLIST SONGS

djsuperstar

UNLOCK ALL POSTERS

postnobills



UNLOCK ALL TOYS

nogluerequired

UNLOCK ALL TRADING CARDS

gotitgotitneedit

UNLOCK ALL VIDEOS

myeyesaredim

UNLOCK CUDMORE THE COW

milkemdaisy

UNLOCK EDDIE

worm

UNLOCK GUTLESS

boneyardreject

UNLOCK JURGEN

brokenleg

SAMURAI JACK

Great cartoon. Duff game. You'll want to get to the end and forget about it as soon as possible then, so during play press the following:

UNLOCK CRYSTAL SWORD

Hold the left analogue stick down and the right analogue stick up and press ✕, ●, ■, ▲

MAXIMUM ZEN METER

Hold the left analogue stick left and the right analogue stick right and press ●, ✕, ■, ▲



SPIDER-MAN 2

Who cares about Spidey when you can play as the cool Doc?

PLAY AS DOC OCK

Right, complete the game with a perfect 100% rating to receive the Game Master award and cross the bridge that leads to Roosevelt Island. Go behind the warehouse where you should find a change icon. Simply activate it to become Doc Ock.

SILENT HILL 4: THE ROOM

As ever with the Silent Hill games, there are plenty of unlockable extras if you look hard enough.

ALL WEAPONS MODE

Beat One Weapon mode.

CHAINSAW

Beat the game, save and load the new data. The chainsaw is beside

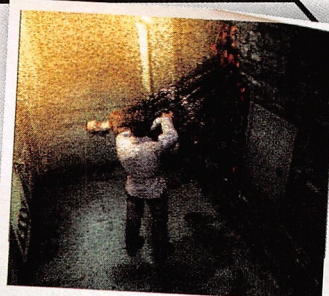
the cut trunk, near the car in the Forest world.

EILEEN'S NURSE COSTUME

Complete the game and restart using the same save. Check room 303 for the costume. It can be selected on the 3rd run through.

ONE WEAPON MODE

Get 10 big stars in hard mode.



SMASH COURT TENNIS PRO TOURNAMENT 2

Another Wimbledon, and yet another early exit for Henman. Sigh. You can do better than Tadpole Timbo by completing various challenges to unlock these extras.

CARD #1

Beat Challenger or Professional mode

CARD #3

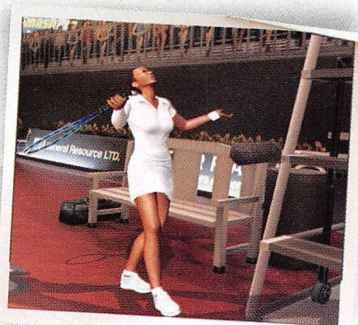
Beat the Pro players in the Pro Tour mode

GRAND SLAMS CARDS

Finish the year in the Pro Tour mode

OUTFIT #5

Beat either Challenger or Professional mode with each individual player.



AMERICA'S TEN MOST WANTED

Bash Bin Laden and co. with this pair of cheats.

UNLOCK THE CHEAT MENU

The cheat menu can be found at the special features menu. Press ● [x5], ■ [x4] at the title screen.

EVERY SIXTH ENEMY IS BIN LADEN

This is probably one of the more controversial cheats you're ever likely to see. Reach the mission called Afghanistan-Pakistan Border and press Start during play. Now enter the following: ● [x3], ■ [x3], R2

ROGUE OPS

Simply pause the game to use these handy cheat codes.

BIG GUN

■ [x4], ● [x2]

EXPLOSIVE CROSSBOW

←, → [x2], ←, ■, ●, L2, R2, ■, ●, ←, →

EXPLOSIVE SNIPER

L2, R2, → [x2], ← [x2], → [x2], R2, L2, ■, ●

FINISH BANK

R2, L2, ■, ●, ←, R2, ← [x2], ■, ●, ■

FINISH CARMEN

R2, L2, →, ← [x2], L2, R2, ■ [x3], R2

FINISH INSTALLATION K

R2, L2, ■ [x2], ←, L2, L2, ■ [x2], L1, ■

FINISH MAGYAR

R2, ● [x2], ← [x2], L2, R2, →, ■, → [x2]

FINISH MOD

R2, L2, →, R2, ←, ●, R2, ●, → [x2], ←

FINISH MUSEUM

L2 [x2], → [x3], L2, R2, ■, R2, ■, R2

FINISH RELIANCE

R2, L2, →, ←, R2, L2, →, ■, ●, ■, ●

FINISH SILO

R2, L2, →, ← [x2], L2, ●, R2, ■ [x3]

FINISH TRAINING

←, → [x2], ←, ●, ■, R2, L2, ● [x2], ■

HALF DAMAGE

■ [x2], ● [x2], ← [x2], → [x2], ● [x2], ■ [x2]

LEVEL SKIP

L2, ■, L2, ●, L2, ←, L2, →, L2, R2 [x2], ■, R2, ●, R2, ←, R2, →, ■

MISSILE CROSSBOW

→ [x2], ← [x2], L2 [x2], R2 [x2], ● [x2], ■ [x2]

MISSILE SNIPER

■, ←, →, L2, R2, →, ■, R2 [x2], L2, ← [x2]

NO BULLET DAMAGE

←, → [x2], ←, ■, ● [x2], ■



PSI-OPS: THE MINDGATE CONSPIRACY

This isn't so much a cheat, but just in case you've exhausted all of last month's codes here's a bit of light relief.

GRUESOME SUICIDE

It's fun walking off a tall building when using Mind Control on an enemy, but here's a more gruesome method of suicide. If an enemy is carrying a gun, hold L3 + R3 for about ten seconds and he'll get on his knees and promptly blow his own brains out.

NAVAL OPS: COMMANDER

Can't be bothered waiting for the new technology to arrive? Upgrade your warships and make the ocean a safer place by completing the following objectives:

ATOMIC ENGINE E

Beat mission F-B

WAVE GUN

Get an A rank on F-10

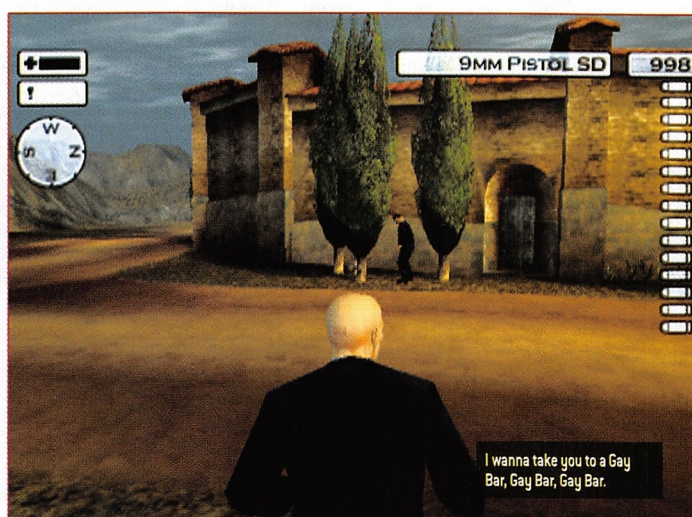
21 THINGS TO SEE AND DO IN HITMAN 2

The chrome-domed assassin's first PS2 game was brutal to the extreme. Relive the best of those happy click-boon-splatter moments with our handy guide.



01 KILL THE SCARECROW FOR LOOKING AT YOU FUNNY

At your Sicilian hideaway and training grounds, there is a scarecrow standing in the corner of the yard near your shed. If you walk past him you should notice him watching you saunter past. This is clearly an abomination against God and cannot go unpunished. Thankfully, you were designed to punish. Shooting the scarecrow has no effect on the game's plot but if you sneak up behind him and use the fibre wire, his head should come tumbling off. Lesson learned.



02 LOOK AT ANOTHER MAN'S WILLY

Strictly speaking, this is a lie – mercifully, there's no actual cock on view in-game. There are, however, a couple of opportunities for you to sit with your friends, watching NPCs taking a whizz. You can then shoot them in the balls for offending your masculinity.



03 GO COMPLETELY BLOODY MENTAL

Although there are lots of opportunities to kill innocent people throughout *Hitman 2*, the Basement Killing level wins hands down when it comes to murdering en masse. The level has you wading into a bank full of customers with a big bag of automatic weapons... with hilarious consequences.



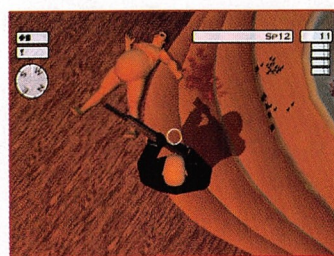
04 EAT SOME SHIT IN A BOX

On the Basement Killing mission, just before you give the programmer his marching orders, you'll walk past some pizza boxes – remnants of the fat bastard's meals. A closer inspection should reveal some Danish words on the boxes that, loosely translated, say: "Real pizza with shit on it." Hmm, tasty.



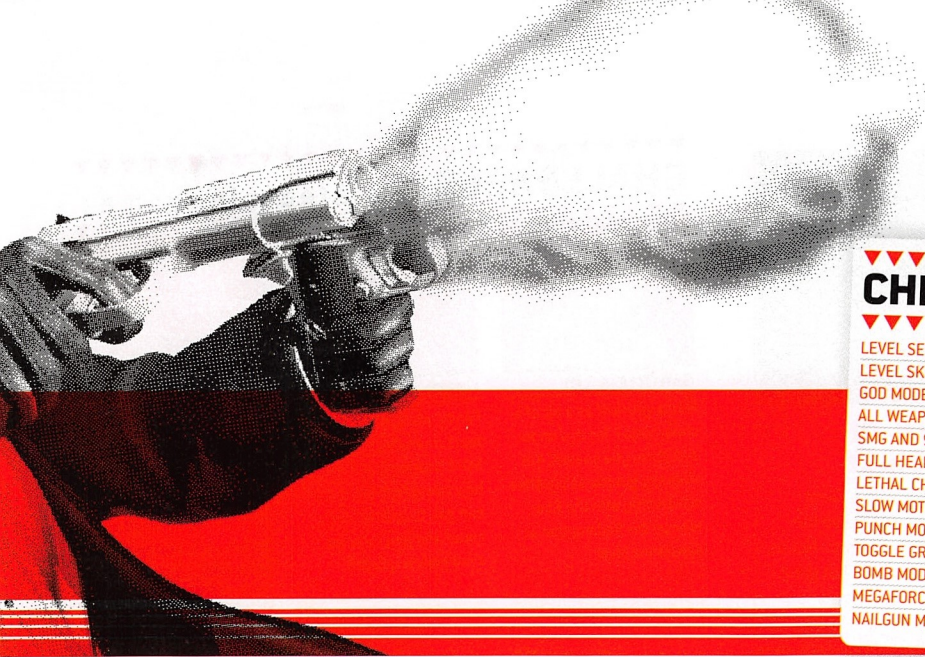
05 KILL TWO BIRDS WITH ONE STONE

During the Karov mission your two targets will hug each other. A well-placed sniper round at just that moment will see you take both of them out with a single bullet. Combine that with a Silent Assassin rating and you're sure to be wearing a massive grin.



06 'OFF' A BIG FAT NAKED GUY

In The Jacuzzi Job mission, your target is the twin brother of the fat man you capped in Basement Killing. He's found cavorting in a hot tub with a bevy of bikini-clad beauties. After you've killed him you can shoot his flabby ass, just to see it wobble.



CHEAT DIRECTORY

LEVEL SELECT	R2, L2, ↑, ↓, ■, ▲, ●
LEVEL SKIP	R2, L2, ↑, ↓, ×, L3, ●, ×, ●, ×
GOD MODE	R2, L2, ↑, ↓, ×, ×, R2, L2, R1, L1
ALL WEAPONS	R2, L2, ↑, ↓, ×, ×, ■, ■
SMG AND 9MM PISTOL SD	L2, R2, ↑, ↓, ×, ↑, R2, R2
FULL HEAL	R2, L2, ↑, ↓, ×, ×, ↓
LETHAL CHARGE	R2, L2, ↑, ↓, ×, R1, R1
SLOW MOTION	R2, L2, ↑, ↓, ×, ↑, L2
PUNCH MODE	R2, L2, ↑, ↓, ↓, ×, ↑
TOGGLE GRAVITY	R2, L2, ↑, ↓, ×, L2, L2
BOMB MODE	R2, L2, ↑, ↓, ×, ↑, L1
MEGAFORCE MODE	R2, L2, ↑, ↓, ×, R2, R2
NAILGUN MODE	R2, L2, ↑, ↓, ×, L1, L1



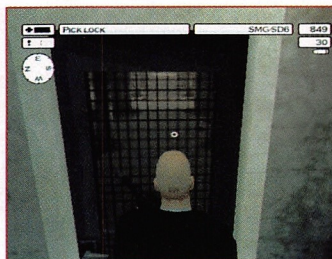
07 GO SHOOT SOME BIRDS

Within the grounds of his Gontranno base, Agent 47 likes to unwind by shooting birds. Of course, shooting them on the ground is easy – the man's way of taking them out is shooting them from the sky with the sniper rifle. Easy?



08 CHANGE ROOMS THE AGENT 47 WAY

The nailgun is as gloriously gory as it sounds, and therefore a must for all budding interior designers with psychopathic tendencies. Try using it to decorate the walls with people – it can produce beautiful results, just like these.



09 PICK LOCKS DOUBLE FAST

Having difficulty jimmying the locks on those doors before the guards discover you? Then try this: as soon as you've started picking the lock, look at your map. When you return to the game, the lock will be picked and you can proceed.



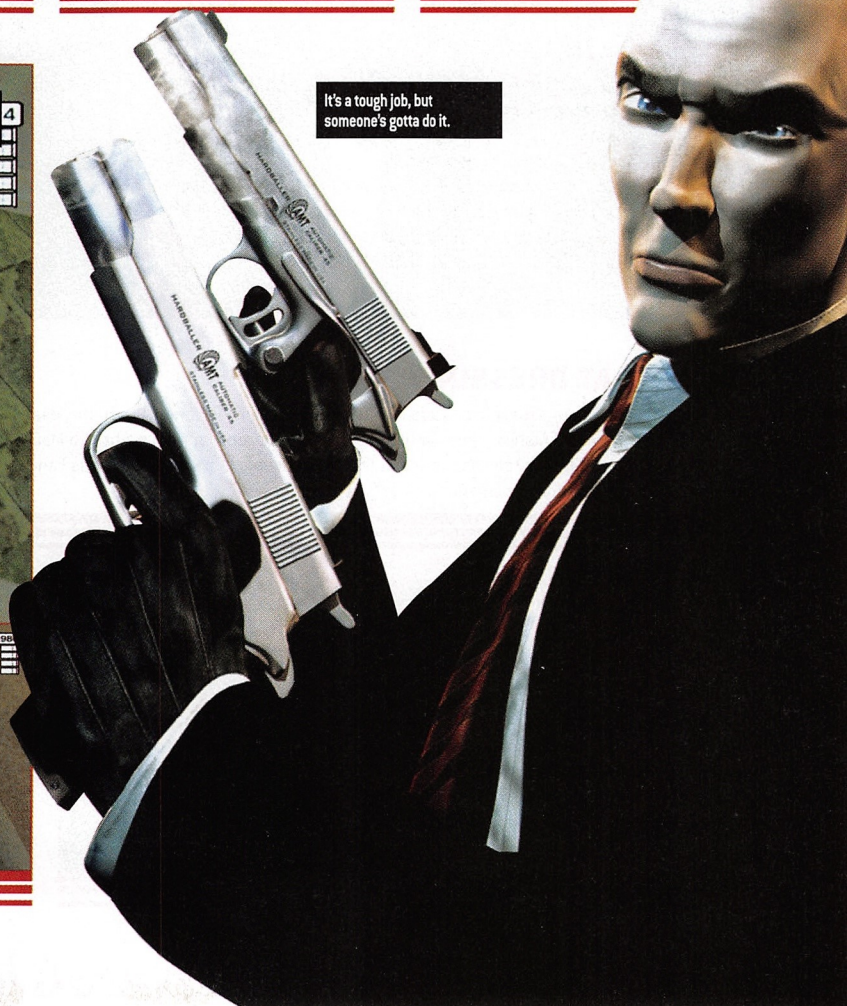
10 SILENT GUNS FOR SILENT ASSASSINS

Complete any mission with a Silent Assassin rating and you will be awarded the Silenced Ballers. They're everything you need – insane stopping power and stealthy silence all in one.



11 SHOOT THE WOMENFOLK TOO

Praise be to *Hitman 2*'s moral void. When our missus has treated us bad and we've got the blues, we don't sulk – we wander around Terminal Hospital with a shotgun, blasting nurses up and down the corridors. We always feel better afterwards. So will you.

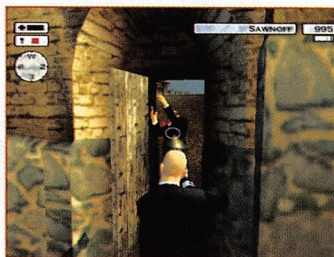


It's a tough job, but someone's gotta do it.



12 CREATE A HUMAN PYRAMID OF CORPSES

Try massacring a group of people and scooping them up into a big meat pile. Now, by shooting the mound of corpses with a powerful weapon, you should be able to create sick and twisted laughs a plenty – you dirty, dirty people.



13 GO SAWN-OFF SHOTGUN SILLY

Complete two missions with a Silent Assassin rating and you'll receive the sawn-off shotgun for your efforts. Not as useful as the silenced ballers, but great for bucking off a few shots into some poor schmoe when you're in a bad mood.

CHALLENGES

Twisted mini-games.



GAROTTE-A-LOT

Fancy yourself as a bit of a crazy ninja? Try this on for size then, you sneaks. Kill as many guards as possible armed only with the fiber-wire on the Redemption at Gontranno level.

SILVER	5
GOLD	10
PLATINUM	15



HEADMASTER

Fancy yourself as a bit of a marksman do ya? Okay. Start Anathema and see how many headshots you can get. Only headshots count and any innocent dead means you fail.

SILVER	10
GOLD	15
PLATINUM	20

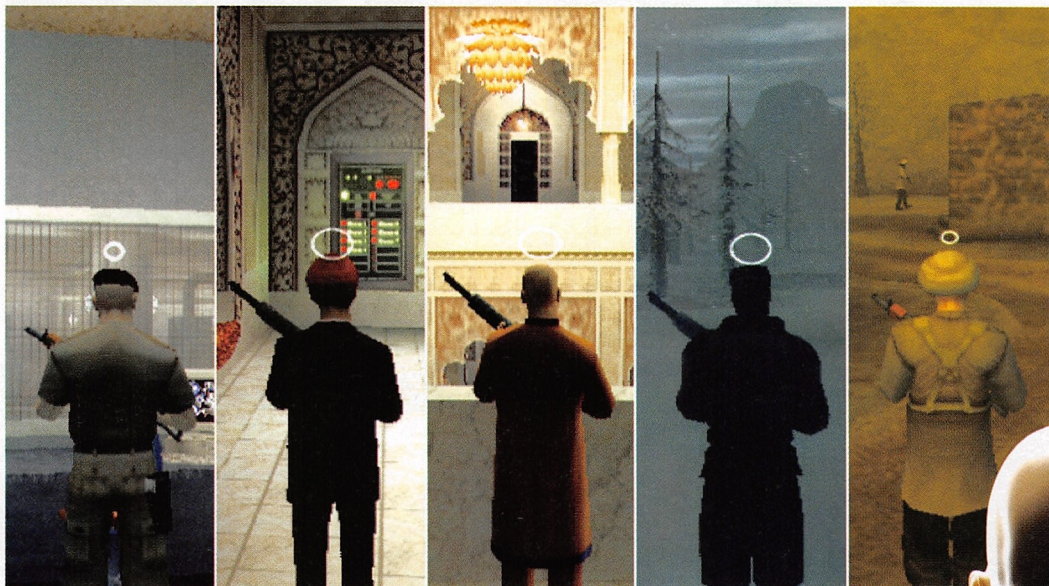


MURDERISER

It's all about being a massive bastard here. Load up the Basement Killing level and see how many innocents you can off. Only unarmed people count – so no killing the men with guns.

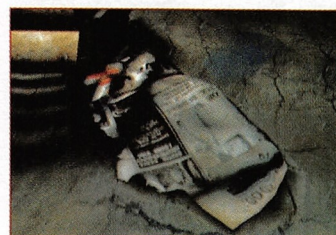
SILVER	10
GOLD	15
PLATINUM	20

“BY SHOOTING THE MOUND OF CORPSES YOU SHOULD BE ABLE TO CREATE SICK AND TWISTED LAUGHS APLENTY.”



14 PLAY AT DRESSING UP

The range of outfits your assassin can adopt throughout the game is varied, to say the least. So here's the PSW Agent 47 fashion show for your delectation. Starting far right we have a Malaysian Security Guard's outfit; then the summery one-two of the Hospital Guard and Religious Fanatic, before finishing on the Arctic Bodyguard and the Arabic Policeman.

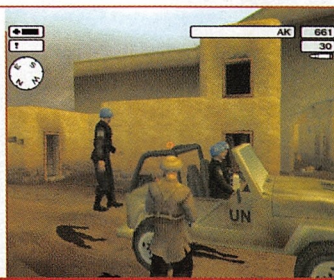


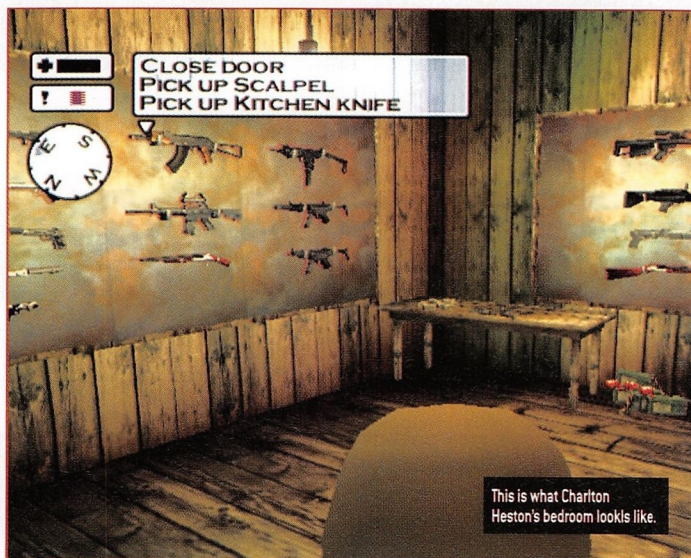
15 CHECK THE FOOTY SCORES

In the intro movie you'll be able to see a newspaper lying on the ground. It says that a Danish football team from Odense – OB – have beaten FCK, the Danish equivalent of Man Utd. Or Arsenal.

16 MURDER UN PEACEKEEPERS

During The Motorcade Interception mission you're not permitted to harm the UN troops. If, however, you restrict yourself to garrotting them with the fibre wire you can get away with as many murders as you fancy and get your hands on the M4 all at once. How good is that?

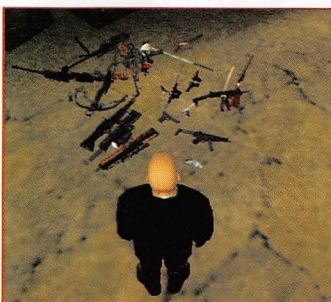




This is what Charlton Heston's bedroom looks like.

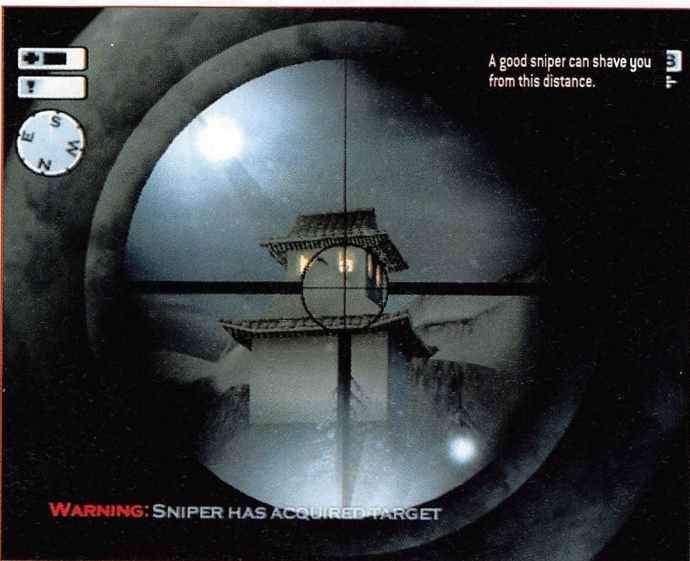
18 GET ALL WEAPONS – THE MAN'S WAY

Filling up every single slot on the walls of your arsenal is hard work. A lot of the weapons are well hidden, found only once or, like the Silenced Ballers, available only when you meet certain conditions. The .22SD is one of the hardest to find, available only in the museum in Hayamoto castle during the Shogun Showdown mission.



17 GET ALL WEAPONS – THE GIRL'S WAY

By using the All Guns cheat and then the Level Skip cheat right at the beginning of the game, you'll find that you instantly have access to every gun in the game for every level. Having a brilliant sniper rifle right from the off can be very useful. Go on, cheat. Otherwise, you'll probably spend the next six months looking for them all.



19 GET THE BEST SNIPER RIFLE

The Custom Sniper rifle – the finest long-range weapon in the game – can be yours early doors if you know where to look, or rather who to kill. At the start of Hidden Valley, take out the sentry in the very first tower. With the tiniest bit of luck, he'll drop the Custom Sniper rifle outside for you to pick up and run amok with.



Tiger Woods PGA Tour took a turn for the psychotic.

20 LAUNCH PARTY

Taking the Megaforce and God Mode cheats out on the outdoor levels gives you the chance to indulge in a round of human golf. Get a nice big gun and duck in front of your enemy, shooting upwards at him. This should let you throw the poor buggers an incredible distance, with prizes being awarded for the longest throw.



21 GIVE IT TO THE PIGS

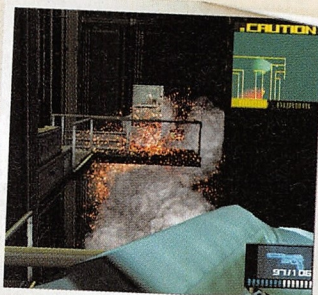
Without ever even leaving the idyllic confines of your own pad, it's possible to be amazingly horrible. There's a pigpen housing some surprisingly accurate and, dare we say it, happy-looking pigs. Kill each and every last one of them. It'll toughen you up, son. Bacon sarnie, anyone?

WORLD OF WEIRD

A freakshow of oddities and quirks from classic PlayStation2 games.



METAL GEAR SOLID 2



MEET YOUR MAKER

Take a photo of the right screen in the second hold, while a picture is showing and you'll see an image of *Metal Gear* creator, Hideo Kojima beaming back at you. Send the photo to Octacon for a surprising message. No, we're not telling you what it is...

EXPLODING WOMEN

If you go to the bottom starboard walkway in the engine room and then to the northern end and look towards the port side, you should see a picture of a lovely lady on the wall below the opposite walkway. If you shoot the picture, it'll explode. Odd, no?

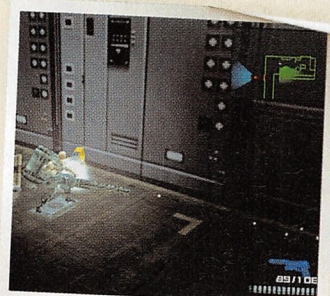


SLEEPING ON THE JOB

If you stand behind and to the side of the men in the hold, you should be able to tranquilise all of them without them getting suspicious. It's quite easy to send the entire room to sleep, leaving the General to make his speech to, well, just you.

TOYS OF DEATH

At the starboard side of the ship, before you enter the engine room, you'll see a Vulcan toy with a torch shining on it. That's all very well and good, but if you shoot it, it will start moving and firing BB pellets. It's not exactly deadly though, to be fair.

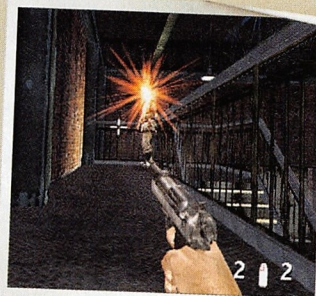


PSW'S MOST CURIOUS

Vintage peculiarity from the darkest corner of PS2.

TWO TRIBES GO TO WAR
It's possible to fly a helicopter under Vice City. Go to the Vice Point Langer Hotel and fly under the awning by the front door and then upwards. You'll fly through the ceiling and find yourself underground. If you then fly to the Ammunition store, you can see this otherwise hidden picture of Ronald Reagan and Mikhael Gorbachev. Weird or what?

MEDAL OF HONOR: FRONTLINE



BLOCKHEADS

Alternatively, enter the code **HABRDASHR** for a truly strange and inexplicable experience. This gives all the soldiers completely random hats. When we say random, we really do mean random. Just look at that. Is it an aircraft wing? A bit of ship? No one knows... One thing's for sure though – the truth's out there.

SET PHASERS TO STUN

Enter the code **TPDOMOHTON** at the enigma machine to unlock this unusual cheat which will see you and the Nazis duking it out with photon torpedoes, *Star Trek* style. Quite frankly, we find this level of historical inaccuracy most distressing. Next thing you know Dr Spock will crop up and apply his Vulcan death grip.



SIMPSON'S HIT AND RUN



PSYCHEDELLIA

Hold **R1** and **L1** then press **▲**, **●**, **▲**, **●**. If you hear a horn you did it right. Congratulations. You'll now descend into the kind of drugs hell normally associated with Vietnam vets and supermodels.



IT'S CHRISTMAS!

Just change the PlayStation 2's internal clock to 25th December and be ready to bear witness to all manner of amazing Christmas-related Springfield shenanigans. Sadly though, there's no snow.



DRIVE BURNING CARS

Smash a car up until the smoke isn't getting any darker. When damage is at 100% go to a phone booth and order the car. It'll appear in flames. You can still drive it but one knock will make it explode.

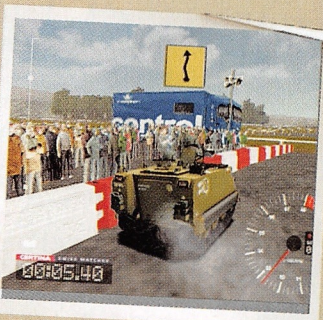
COLIN MCRAE RALLY 3

Before these codes will work you need to start a new game with the bonus code 0976. Keep starting new games till you get this code. It will happen.



BAJA BUGGY

NQFIPE – This crazy dune buggy seems a little out of place tearing through grey Welsh countryside. It also looks like it would flip over at the first opportunity. Insane.



TANK

LHZWOH – More violent than your average Subaru Impreza, the tank provides some solid handling over the muddy sections. The guy on top even shoots spectators.

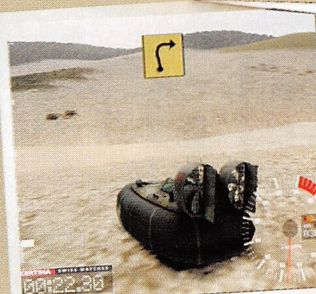
JET

GOBUUR – Absolute madness from the skies with this, near impossible to handle jet. While it lacks wings it certainly doesn't lack speed. So don't expect to be able to actually drive it.

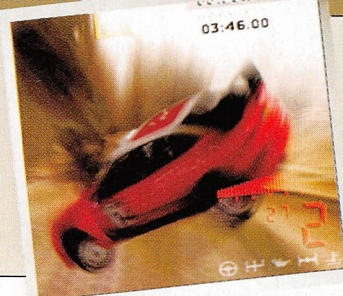


HOVERCRAFT

IURUOT – Quite possibly the fastest hovercraft in human history, this odd vehicle is a real handful, with genuine hovercraft style handling – none at all.



WRC



DRUNK DRIVING

For a practical demonstration of why drugs are bad enter the code **imgoingcrazy**. These psychedelic effects will make actually playing the game impossible. If you've had a few too many shandies, they will make you feel ill too.



THE TRUTH IS OUT THERE

Debunking PS2 gaming myths.

GNOME KILLER

I've heard that there's a secret game in *Psi-Ops: The Mindgate Conspiracy* called 'Gnomeotron' where you have to kill swarms of killer gnomes. Is it true? How do I get it? Help me out here people.

F Ryan
Via Email

FACT!

Odd but true. To unlock the frankly bizarre Gnomeotron special mission you must collect all 13 hidden gnomes. They're hard to find but frankly, with a reward like that, it's well worth the extra effort.

I AM YOUR FATHER

My mate claims to have unlocked Dante's father as a playable character in *Devil May Cry 2*. Is he yanking my chain? Is he?

Daniel Ramirez,
Torquay

FACT!

It's true. Beating the game on Hard mode and you will be able to use Sparda and his sword, Yamato. He's a nasty man looking a bit like Dante (obviously) but dressed in purple. Best get playing, Dan.

TITS STATUS

I'm highly suspicious of my friends claims that you can get Trish Stratus topless in *SmackDown! Here Comes The Pain*. It can't be true, can it?

If it is, I want to know how right now.

Mike Howarth
Bolton

FICTION!

When anyone tells you that you can get a female game character naked, they're lying to you. This is the golden rule when it comes to video game urban myths.

SEEN ANYTHING STRANGE LATELY?

PSW needs you! If you've spotted any bizarre glitches, unusual occurrences or hilarious game gaffes, send us a video tape, photo or even just a letter telling us where you found them. Any anomalies printed will win a copy of a random PS2 game from the rather big pile on Dan's desk.

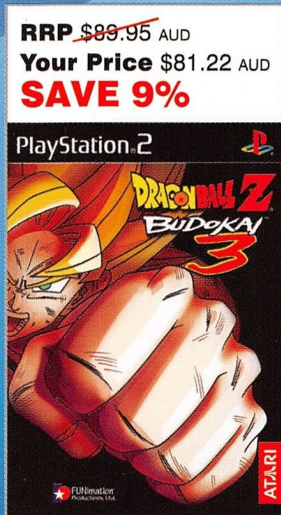
NEXT MONTH

SECRETS REVEALED!

grand theft auto San Andreas

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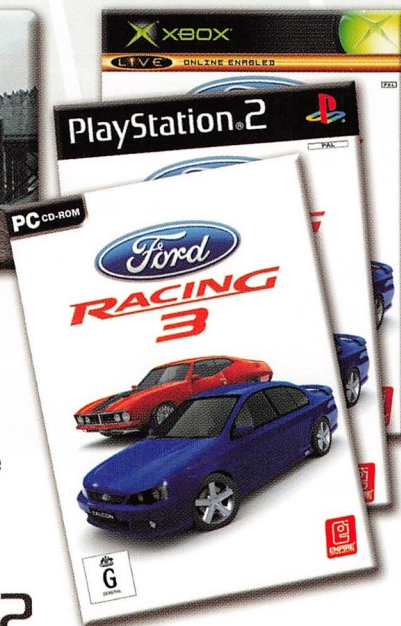
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PlayStation 2



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